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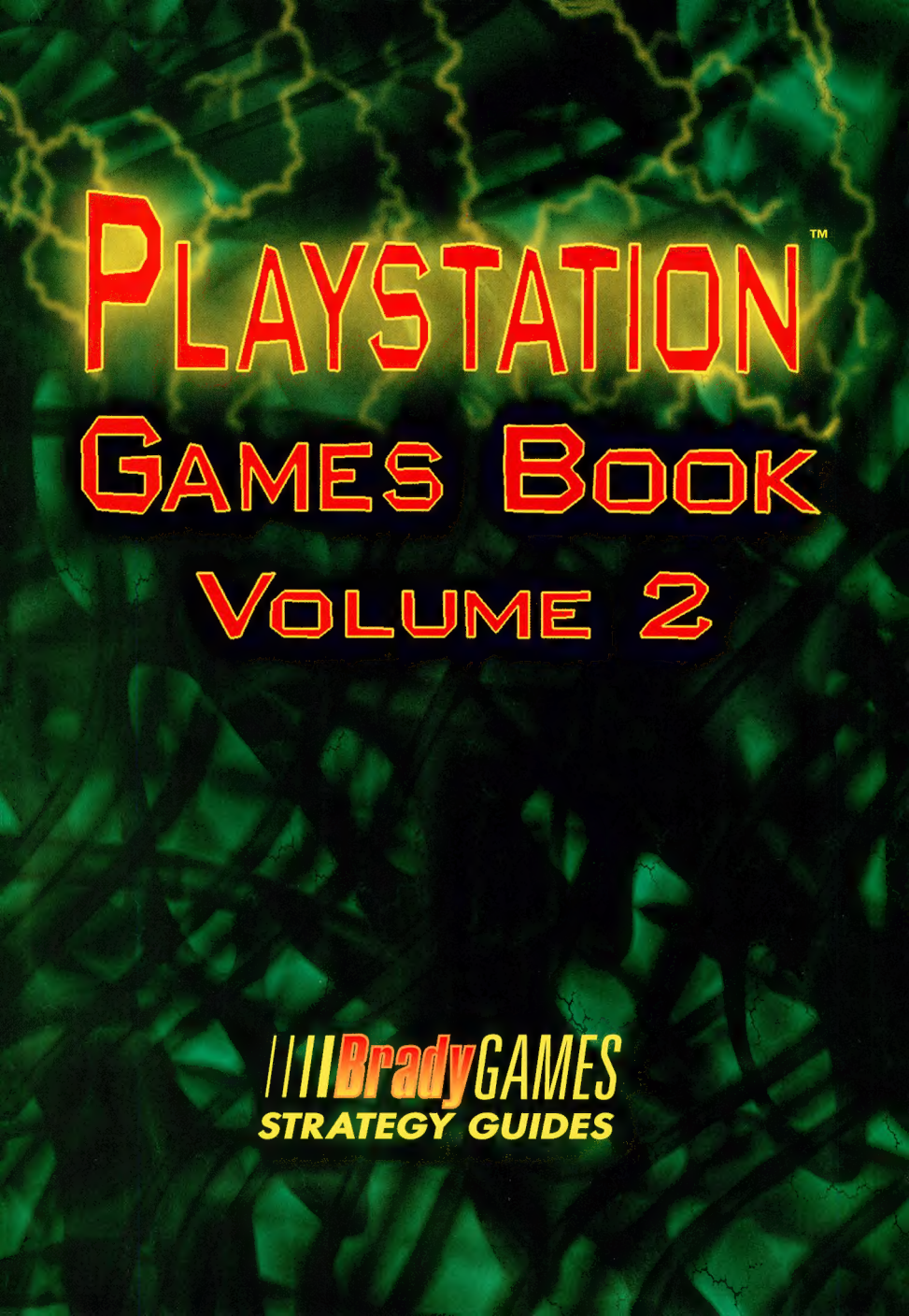
PlayStation™

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PLAYSTATIONTM GAMES BOOK VOLUME 2

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STRATEGY GUIDES

PLAYSTATION™ GAMES BOOK VOL. 2

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TOSHINDEN 2 BATTLE ARENA

BASIC OFFENSE

SLASHES

(WS=WEAK SLASH, HS=HARD SLASH)

Slashes are weapon attacks and generally have longer reaches than kicks.

KICKS

(WK=WEAK KICK, HK=HARD KICK)

Kicks, for the most part, have a shorter reach than slashes. They're useful because they don't leave you wide open to a counterattack.

LOW AND HIGH ATTACKS

When your character is crouching, this is a low attack. When your character is standing, this is a high attack.

JUMPING ATTACKS

JUMP + ANY SLASH, JUMP + ANY KICK

THROWS

← + HS, ← + HK

POUNCES AND STOMPS

POUNCE (HS + HK) STOMP (WS + WK)

DASH ATTACKS

→, → + ANY SLASH OR KICK

TURN ATTACKS

ANY SLASH ATTACK, ANY KICK ATTACK,
↓ + ANY SLASH, ↓ + ANY KICK

NOTE: ARROWS ASSUME THAT YOU ARE USING THE PLAYER ONE CONTROLLER (CHARACTER ON THE LEFT).

MOVEMENT

DASH

→, →

BACK UP

←, ←

RUN

→, → (HOLD)

JUMP

↑, ↑, ↑

GETTING UP

ROLL FORWARD

TAP → WHILE LYING ON THE GROUND

ROLL BACKWARD

TAP ← WHILE LYING ON THE GROUND

ROLL SIDeways

TAP ON ROTATING BUTTON WHILE LYING ON THE GROUND
L1 TO ROLL COUNTER-CLOCKWISE,
L2 TO ROLL CLOCKWISE

TURNING AROUND

ROTATING

↓, ↓

FORWARD ROTATE

L2

QUICK FORWARD ROTATE

→ + L2

DOWN ROTATE

L1

QUICK DOWN ROTATE

→ + L1

SIDESTEPPING

If you see an attack coming as you run toward your opponent, use Sidestep to run past your opponent and avoid damage.

CHAOS

Chaos is one of the highest-ranking officers in the Organization. His excellent fighting abilities and persistence are the two traits that set him apart from the rest. Chaos does not speak, and rumor has it he's being mind-controlled to fight.

Chaos enters the battle with a Scythe. Much like the Grim Reaper, he uses it to deal death to any who face him. With his jerky fighting style, Chaos can strike from a variety of angles.

SPECIAL MOVES

CHAOS BREATH

↓↘→ + SLASH

AIR BREATH

↓↘→ + SLASH (IN AIR)

GRIM REAPER

→↘↙↘↙ + SLASH

SCYTHE DRILL

↙↘↙↘↙ + KICK

GRAB WALK

↓↘↘ + KICK

HOVER

HK (IN AIR)

SUPER MOVES

FLAMING PALM SHOT

→↘↙↘↙↘↙↘↙ + WS + HK

FLAMING GROUND STRIKE

→↘↙↘↙↘↙↘↙ + WS + HK

TRAVELING GROUND FLAME

→↘↙↘↙↘↙↘↙ + WS + HK

FLAMING SICKLE UPPERCUT

→↘↙↘↙↘↙↘↙ + WS + HK

FLAMING SHIELD SWIPE

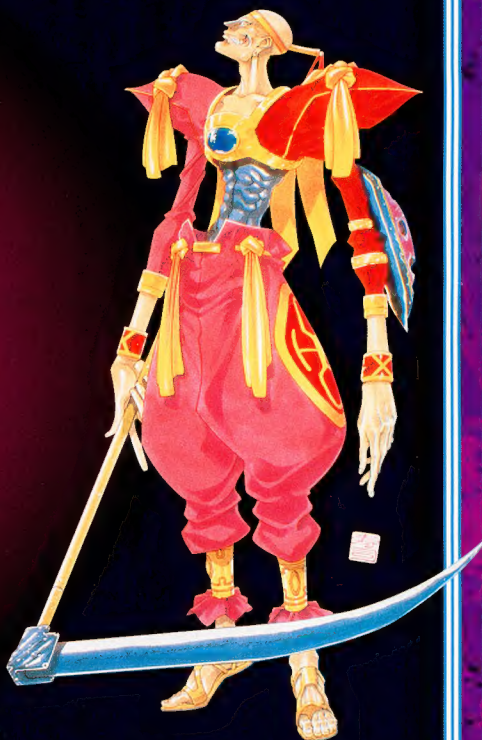
→↘↙↘↙↘↙↘↙ + WS + HK

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

↙↘↙↘↙↘↙↘↙ + HS



BATTLE ARENA
TOSHINDEN 2

DUKE B. RAMBERT

Duke is well-known and respected throughout the French countryside as a polite, strong-willed gentleman with a penchant for good deeds. Descended from a French nobleman, Duke always believed himself to be the world's greatest swordsman. That was until he was bested in battle by Eiji. In the first tournament, Duke fought for one purpose: to defeat Eiji and regain his lost honor.

Duke faced many strong opponents and returned home with a burning desire to learn more and improve his fighting skill. After receiving an invitation to fight from Uranus, Duke has taken up his sword once again to test his mettle against the greatest fighters in the world.

Duke fights with a Two-Handed Sword. Duke's original sword was broken in the battle with Eiji, but he has since fixed it and bestowed upon it the name "Denial Wingcool." It's now more powerful than ever before.

SPECIAL MOVES

SOUTHERN CROSS

←→↓ + SLASH

CYCLONE

↓↘→ + SLASH

DROP CROSS

↓↘→ + SLASH (IN AIR)

SWORD FRENZY

→↓↘ + SLASH

CHARGE AND STRIKE

↓↘→ + KICK

SUPER MOVE

ANGEL TEARS

→↘↓↙←→↓↘ + HS

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

↙↓↘→↙← + HS



EIJI SHINJO

Eiji is a brave, spontaneous adventurer who fights with a wealth of emotion. As a child, Eiji was schooled in the art of sword-fighting by his older brother Sho.

After spending many years in search of his missing brother, Eiji found and fought Sho in the Toshinden finals. Now, after a year of training, he's back for a rematch!

Eiji's weapon of choice is the Nihontoh, a sword that has been in his family for several generations. The Nihontoh is a source of continual mystery to Eiji because, throughout the years, it has never rusted or been scratched.

SPECIAL MOVES

REKKSUZAN

↓ ↓ ↓ + SLASH

HISHOUZAN

→ ↓ ↓ + SLASH

MUKUROWARI

← ↓ ↓ + SLASH

AIR DROP KICK

↓ ↓ ← + KICK (IN AIR)

SLIDE

↓ + KICK

SUPER MOVE

→ ↓ ↓ ↓ ↓ ↓ + HS

OVERDRIVE MOVE

HS + WS + HK + WK

(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→ ↓ ↓ ↓ ← ← ↓ ↓ + HS



BATTLE ARENA
TOSHINDEN 2

ELLIS

Ellis is a dancer who travels with, and watches over, a group of young performers. As a baby, she was told that her parents were killed in an accident. But she heard a rumor that her father was still alive, and discovered the truth when she faced Gaia. Even though she had no love lost for him and decided to return to her

circus troupe, she has learned that someone is going to kill Gaia, so she has returned to the tournament to save him.

There is nothing unusual about her dirks, but she finds them useful because her speed allows her to move in close and create havoc.

SPECIAL MOVES

TWINKLE TWIRL

↓↙↘ + SLASH

AIR DIVE (IN AIR)

↓↙↘ + SLASH (IN AIR)

KNIFE UPPER

→↓↙ + SLASH

TORNADO

↓↙↘ + KICK

FLASH KICK (IN AIR)

↓↙↘ + KICK (IN AIR)

SUPER MOVE

↓↙↘↙↘↙↘ + HS

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→↙↘↙↘ + HS



FO FAI

Little is known about the man named Fo Fai. Long believed to be a magician, Fo Fai is actually an assassin who has eliminated thousands of men. Fo Fai uses his mystical abilities, speed, and razor-sharp claws to compensate for a lack of size and strength. Few can believe that this old man can fight with such skill.

Fo Fai enters the battle with a set of deadly Iron Claws. In the course of his many assassinations, the Claws have soaked up the blood of numerous victims. As a result, they've become possessed by these victims' spirits. These restless spirits often influence Fo to perform more kills.

SPECIAL MOVES

MYSTIC SPHERE

→ ↓ ↙ ↘ + SLASH

MYSTIC SPHERE (IN AIR)

→ ↓ ↙ ↘ + SLASH (IN AIR)

TRAVEL SPHERE

↙ ↘ ↓ ↙ + SLASH

UPWARD SPHERE

↓ ↙ ↘ + SLASH

PAGODA KICK

↓ ↙ ↘ + KICK

FAR CLAW

↙ ↘ + HS

SUPER MOVES

MEGA ENERGY BALL

↓ ↙ ↘ ↙ ↘ ↓ ↙ ↘ + WS + HK

SMALL FART

↙ ↘ ↙ ↘ ↙ ↘ + WS + HK

GIANT FART

HK, WS, WK, ↙ + HS

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→ ↙ ↘ ↓ ↙ ↘ ↙ ↘ + HS



BATTLE ARENA
TOSHINDEN 2

GAIA

Considered a traitor to the Organization, Gaia has been the target of assassins for the past year. After receiving an invitation, he has returned to the ring as a competitor to battle Uranus. Gaia knows he will be tested, but stands ready to fight.

Although stripped of his mighty battle armor, Gaia still retains possession of his Armor Bastar. In his mighty hands, it's still one of the most feared weapons among the competitors.

SPECIAL MOVES

FLAME BREATH

←↓↘↓↘→ + SLASH

ENERGY SLASH

↓↘↙ + SLASH

CHARGE THRUST

→↓↘ + SLASH

TELEPORT FLY

↓↘↙ + KICK

BIG SLASH

←→ + HS

SUPER MOVES

ARMOR BASTAR QUAD

SWORD STRIKE

↑↗↖↘↓↘→ + HS

DEVIL FACE STEP

↑↗↖↘↓↘→ + HK

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→↘↓↘↙↘↙↘↙ + HS



KAYIN AMOH

Kayin is a childhood friend and rival of Eiji. Although they were taught to fight together, Kayin is

very different from Eiji. Cold and calculating, Kayin entered the first tournament to find the man who murdered his father. But in a moment of weakness, he was unable to take revenge against Sho. Kayin vowed never to use his blade again. But after secret agents kidnapped his daughter, he has been forced to return to the Battle Arena.

As with Eiji, Kayin fights with a Claymore that has belonged to his family for many years. The sword is said to have once belonged to the Highlanders in Scotland. Unknown to Kayin is that the sword is the legendary Excalibur.

SPECIAL MOVES

SONIC FLASH

↓↘→ + SLASH

DEADLY RAISE

→↓↘ + SLASH

SHOULDER CRUSH

↓↙← + KICK

RAGING SUN (IN AIR)

↓↙← + KICK (IN AIR)

UPPER GLIDE

↘ + HS

SUPER MOVE

→↘↓↙←↙←→↘↙ + HK

OVERDRIVE MOVE

HS + WS + HK + WK

(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→↘↓↙←↙↓↘→ + HS



BATTLE ARENA
TOSHINDEN 2

MASTER

Dressed in a royal blue jumpsuit, Master is a young lady who radiates an aura of royalty. Although diminutive in size, she possesses an enormous amount of raw power and effectively combines multiple fireballs with blows from her Mystic Sword.

Master's Mystic Sword is very similar to the one used by Gaia. In addition to the devastating attacks it delivers, the sword can be ridden like a surfboard.

SPECIAL MOVES

SLASHING AURA SWORD

←↘↓↗→ + SLASH

FORWARD AURA SWORD

↓↗→ + SLASH

UPWARD AURA SWORD

↓↘← + SLASH

RISING AURA SWORD

→↓↗ + SLASH

AURA SWORD BURST

→←→← + SLASH

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

←↘↓↗→←↘↓↗→ + HS



MONDO

Little is known about Mondo because he lives in seclusion. Hailing from the town of Fuljukia, Mondo is a member of the Yaki Ichizoku, a ninja clan with a reputation for death and annihilation. Mondo is the strongest member of the clan and will complete any

assignment without fail. He fought in the first contest on an assignment from the clan. Now he's returned against the clan's wishes, determined to prove his real worth as a warrior.

Mondo's Spear is a prized possession of the Yaki Ichizoku. It is said that only the strongest members may use it. So far, only Mondo has had the honor of fighting with the Spear.

SPECIAL MOVES

HIGH SPEAR

↓↘→ + SLASH

AIR FIREBALLS

↓↘→ + SLASH (IN AIR)

DRAGON SPEAR

→↓↘ + SLASH

ROTARY SPEAR

←↙↓↘→ + SLASH

LOW SPEAR

↓↙← + SLASH

SPEAR UPPER

←↓↘ + SLASH

SUPER MOVE

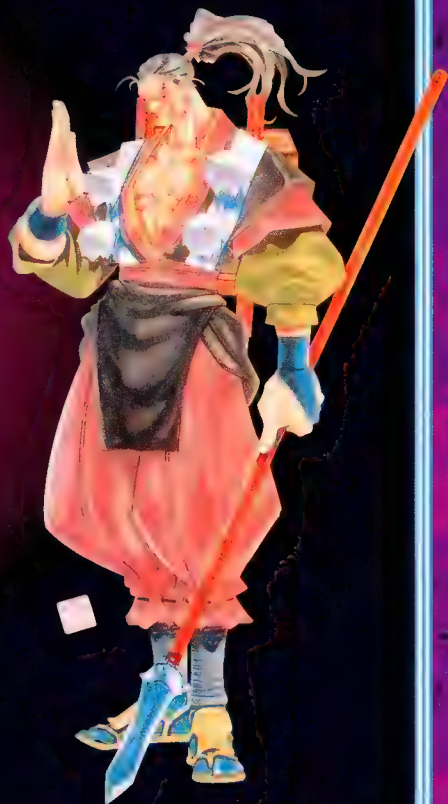
→↗↑↖←→↘↓ + HK

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

↓↘→↓↘→← + HS



RUNGO IRON

Rungo is a North American miner whose immense size is only overwhelmed by his huge heart. The first

time out Rungo fought to save his wife and children, who had been kidnapped. With that accomplished, he now enters battle in a fight for respect. With no martial arts experience, Rungo's strength, willpower, and granite club will once again be put to the ultimate test.

Unlike the other competitors, there is nothing special about Rungo's weapon. It's simply an ordinary mace he found lying around the house. Still, in Rungo's powerful hands, the weapon is capable of inflicting vast amounts of damage.

SPECIAL MOVES

FIRE STRIKE

↓ ↓ ↓ + SLASH

POWER THRUST

→ ↓ ↓ + KICK

TOP SPINNER

→ ↓ ↓ + SLASH

BATTER UP

→ ↓ ↓ ↓ ← + SLASH

WALK-A-BOOT

↓ ↓ ← + KICK

SUPER MOVE

↑ ↑ ← ← ↓ ↓ → + HK

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

← ← ↓ ↓ → → ↓ ↓ ← + HS



SHO

Sho is the older brother of Eiji, and his fighting style mixes the best of both Eiji's and Kayin's attacks. He also happens to be twice as quick as either of them. Simply put, Sho has no apparent weaknesses and should be considered a favorite to claim the mantle of supremacy in the Battle Arena.

Sho's sword is much like the one used by Eiji. He can do many of the same tricks with it, but he also has a few surprises awaiting for unsuspecting opponents.

SPECIAL MOVES

DOUBLE REKKSUZAN

↓↘→ + SLASH

HISHOUZAN

→↓↘ + SLASH

SHISHOUZAN

←↓↘ + SLASH

MUKUROWARI

↓↘← + SLASH

SHOULDER CRUSH

↓↘← + KICK

CRESCENT MOON

↓↘→ + KICK

AIR DROP KICK

↓↘← + KICK (IN AIR)

RAGING SUN

↓↑ + KICK (WHILE JUMPING)

SLIDE

↘ + KICK

SUPER MOVES

PLASMA VORTEX

→↓↘←↘←↘← + HK

HARAKIRI MARTYRDOM

←↘↓↘→↓↘↓↘← + HS + WK

OVERDRIVE MOVE

HS + WS + HK + WK

(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→↓↘↓↘←↘↓↘→ + HS



SOFIA

Once, Sofia was a top operative for the KGB known as the "Wind Splitter." Now she works as a private eye in search of her lost memory. Armed with her deadly whip, she entered the first tournament and gained some clues to her past. Now she returns in the hope that her lost memories can be completely restored through victory.

Sofia's trademark is her whip. She's used it since her early days as a spy. It's a known fact that she can move her whip faster than the speed of sound.

SPECIAL MOVES

THUNDER RING

↓↘↙ + SLASH (CAN BE DONE IN THE AIR)

AURORA REVOLUTION

→↘↓↙↘ + SLASH (CAN BE DONE IN THE AIR)

LOVE SHOW

↙↘↓↙→ + KICK

RATTLESNAKE

↓↘→ + SLASH

SUPER MOVE

SALAMANDER

→↘↙↘↙↘↙↘ + HS

OVERDRIVE MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→↙↘↙↘ + HS



TRACY

Tracy is a detective who has wholeheartedly accepted the invitation to fight. She lets her opponents strike first so she can attack them in self-defense, then inflicts her own unique brand of justice.

Tracy's weapon of choice is the standard-issue police tonfa. Armed and ready, Tracy stands confidently, ready to take the law into her own hands.

SPECIAL MOVES

TAZER WAND

←↓↘↙→ + SLASH

FLIP KICK

→↓↘ + KICK

CHOPPER STRIKE

→↓↘ + SLASH

JACKPOT

←↓↘ + KICK

KING SLAVE

←↓↘ + SLASH

GROUND TAZER

→↓↘ + SLASH

AIR DIVE (IN AIR)

→↓↘← + KICK

SUPER MOVES

RIGHT TO REMAIN SILENT

→↓↘←←←→← + HK

ELBOW SMASH

←→↘ + WS + WK

OVERDRIVE MOVE

HS + WS + HK + WK

(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

→←↘← + HS



BATTLE ARENA
TOSHINDEN 2

URANUS

Clad in white armor and wielding a pair of lethal wings, Uranus has an angelic appearance but fights with the fury of a demon. She's both quick and powerful, making her one of the most well-rounded characters in the competition.

If she does have a weakness it's her slow recovery time, but only the most skillful foes will be able to exploit this.

Uranus' Magic Bow allows her to project bolts of energy from a distance. She's also equally deadly with her wings at close quarters. Opponents are well-advised to stay on the move when battling this archangel of death.

SPECIAL MOVES

ARROW SHOT

↓ ↓ → + SLASH

LOW ARROW SHOT

↓ ↓ → + KICK

FLIGHT

HK (IN AIR)

AIR ARROW

SLASH (IN AIR)

RISING

SPIRAL WING

→ ↓ ↓ + KICK

FIREHAWK

→ ← → ← + SLASH

SPIRITUAL ORB

← ↓ ↓ → → ↓ ↓
↓ ↓ + HK

OVERDRIVE

MOVE

HS + WS + HK + WK
(WHILE OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

← ← ↓ ↓ → → ← ↓ ↓ + HS



VERMILLION

Little is known of the shadowy marksman Vermillion. Like a harbinger of death, this one-eyed wild card is dressed in a ragged

black cloak and is rumored to be the most powerful fighter in the tournament.

Vermillion's firearms make him a formidable opponent at long range. Although he's somewhat slow on the draw, his projectiles strike with blinding speed and keep an opponent at a safe distance.

SPECIAL MOVES

UPWARD BLAST

↓↙← + SLASH

DOWNWARD BLAST

SLASH (IN AIR)

DARK POWDER TOSS

→↓↘ + SLASH

SPIDER DROP

HK (IN AIR)

AIR ROLL

WK (IN AIR)

OVERDRIVE MOVE

HS + WS + HK + WK (WHILE
OVERDRIVE METER IS FLASHING)

DESPERATION MOVE

←↙↓↘→←↙↓↘ + HS



BATTLE ARENA
TOSHINDEN 2

DESCENT

INTRODUCTION

Prepare for nonstop, 360° 3-D action. More than any other game in the first-person adventure genre, Descent has defined the next generation of games you'll see on our TV and computer screens in the near future. Your mission in Descent is to destroy all of the robot-infested alien mines in the solar system (while staying alive and rescuing the robots' hostages).

BASIC STRATEGY

To get through the mines with your ship (and life) intact, you need to employ some strategy beyond just barreling into a chamber with your cannons blazing. Careful progress and the tips provided below will keep you alive. Don't worry, though, nothing stated below makes the game any less fun to play.

HOARD POWERUPS

Grab everything in the mine that you can lay your hands on. Be careful about picking up cloaking devices and invulnerability powerups, however, because they could prove more useful later.

USE NATURAL COVER

PTMC mines provide a lot of natural cover. Many of the robots you'll encounter hide behind doors, around corners, and in small nooks and crannies. Learn from their tactics.

Stay to the inside of a wall when heading down a curved corridor so the robots can't see you until you are right on top of them. Then you can blast them at relatively close range. Of course, if the robots can't see you, you generally can't see them.

Use corridor intersections and sharp turns to evade homing missiles. If a homing missile is locked on to you (you'll know by the lock-on noise), turn down another corridor to break the missile's lock. If you're out in the open when a homing missile is launched at you, move perpendicular to the missile's path just before it hits (use your slide controls) so the missile can't adjust its path.

SAVE HOSTAGES UNTIL (NEXT TO) LAST

If your ship explodes while you're carrying hostages, they will die and you won't get any bonus points for them. So you'll want to complete all mission objectives (finding the blue, yellow, and red keys) before rescuing the hostages. Following this format creates a safer route to the reactor, because fewer robots are in your way.

USE FLARES LIBERALLY

Flares are your friend. Not only do they light up dark corners of the mines, but they also open doors while you remain at a safe, defensive distance.

If you are traveling toward a door, fire a flare at it from a distance to enable the door to open before you reach it. This is especially useful if you are running from a large pack of enemy 'bots and don't want to slow down.

KEEP MOVING

Because most robot weapons don't track, you can avoid most enemy fire by continuously moving. Use the slide controls to move perpendicular to your own line of fire. A good skill to develop is the ability to slide in one direction while retaining your aim at a 'droid. This may take some practice, but it is well worth the time spent when you reach the higher levels.

Sliding up and down is particularly effective when you are in a doorway. (See the section "Customize Your Controls" for information about setting up your gamepad for vertical sliding.)

Rush, blast, and retreat! When you're in a corridor, you can take out opponents more easily by repeatedly rushing forward, blasting the 'bots, and retreating.

RECONNOITER NEW AREAS

Know where the enemy hides. Before you enter a new area, learn as much as possible about the hiding spots of hostile 'droids. You can do this by turning on the map display while you are outside the area and checking it for cover. If the new area is blocked by a door, open the door first by using a flare before turning on the map. Although the map is not complete, it should give you enough information to be prepared for possible points of attack.

Let the robots come to you. It's better to stay outside the area when mounting an attack. This cuts down the robots' field of fire and the number that can fire at you at one time. In addition, your aiming becomes easier because all the robots will be coming at you from one direction. If robots aren't coming after you, you may need to nose your way into the new area to draw their fire. Quickly back out of the area again to regain your strategic advantage.

Watch your back. If you concentrate too intently on wiping out the robots in a new area, you may miss the ones that come up behind you. If this happens, you'll need to know how to...

SURVIVE A CROSSFIRE

Crossfires occur when you get trapped between two sets of robots that are both intent on killing you. The best way to survive a crossfire is to not get into one in the first place. However, this isn't always possible.

Keep moving. Don't let a group of robots get a bead on you. If you stand around, you make yourself an easy target for enemy fire.

Take on the weaker group of robots first. If you can eliminate them quickly, you can retreat to a more defensible position.

Don't ignore either group. Toggle your rear view so that you always know what each group is doing. If the force you are not actively engaging starts to get close, you may need to turn around and blast them. (See the section "Customize Your Controls" for information about setting up your gamepad for a rear view.)



DESCENT

DESTROY MULTIPLE ROBOTS WITH ONE SHOT

When many weaker opponents are concentrated in a small area, it is possible to destroy a large number of them with a single shot. The force of one robot exploding takes out its companions.

Missiles are the best choice for this work, because their explosive force is added to that of the exploding 'droid. Aim at the centermost robot in the pack. Using a concussion missile enables you to aim at a specific robot, while a homing missile tracks on the robot closest to you.

The spreadfire cannon is also effective because of its wide field of fire. In higher-level mines and against more heavily armored 'bots, use smart missiles.

OUTRUN ENEMY FIRE

Some enemy weapons have a limited range or slow speed. Whenever possible, try to outrun enemy fire.

USE THE CORRECT WEAPON

If you use all of your major weapons on weak opponents, you won't have them around when you take on a boss. The rule of thumb is: Use weak weapons on weak opponents and powerful weapons on powerful opponents.

CUSTOMIZE YOUR CONTROLS

While the standard control pad configurations are fairly useful, they have left out two very important commands: sliding up-and-down and looking behind. Adding these features can greatly enhance your survivability.

The ideal customization: Although you can use any control pad combination, a good system for up-and-down sliding is to set the up-slide as SELECT+ ▲ and the down-slide as SELECT+ X. For the rear view, set the control to either SELECT+ ■ or SELECT+ ●.

An analog joystick is also something you may want to consider using. With a joystick you have more control over aiming because a control pad only tells your ship to "tilt up"; on the other hand, how far you twist a joystick tells the ship to "tilt up slowly" or "tilt up quickly," making aiming much easier. (Beware of non-analog joysticks, though; they don't provide any more control than a control pad, and often the buttons are arranged badly and make it more difficult to play. You can recognize non-analog joysticks because they click when you move the stick.)

WHERE ARE THE SECRET LEVELS?

There are three secret levels in Descent. As their name implies, they are hidden behind secret doors and you must perform special actions to reach them.

SECRET LEVEL 1

To reach Secret Level 1, you must blow up Level 10's reactor. When the countdown to destruction begins, leave the reactor chamber the way you entered. Then head down the corridor until you reach the first doorway.

Just past the doorway is a secret doorway to your right. Pass through the secret door and the mine exits to Secret Level 1, which is directly in front of you.



The chamber leading to Secret Level 1.



To Secret Level 2.

SECRET LEVEL 2

You must be quick to make it to Secret Level 2. After you have destroyed the reactor in Level 21, leave the chamber through the lone locked red door on the wall to the right of the two side-by-side locked red doors. Head down the hallway past the regular exit that's in the ceiling.

Continue through the twisting portion of the corridor until you come to the secret door in the ceiling. Open the secret door and go through the open exit to Secret Level 2.

SECRET LEVEL 3

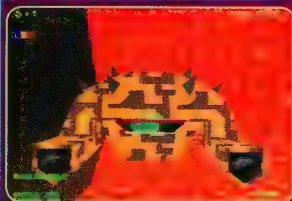
After you have blown up the reactor in Level 24, exit the reactor chamber the way you entered. Open the secret door at the base of the vertical shaft that leads up to the regular exit. Just past the mega missile is another secret door that leads to the exit to Secret Level 3. (You may want to pick up the mega missile before you enter the reactor chamber.)



To Secret Level 3.

BEATING THE BOSSES

The two boss robots (found in Levels 7 and 27) are the toughest opponents to defeat. Not only are both robots heavily armored, but they can teleport around their chambers at will, evading your fire and sneaking up behind you. Luckily, after you have blown them up, the mine begins its self-destruct sequence and the mine exit opens.



LEVEL 7 BOSS

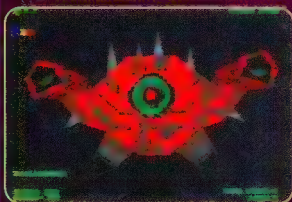
Cover is your enemy when attacking the Level 7 Boss. Although you must occasionally enter the tunnels within the central pillar of the boss' lair to refuel and rearm, don't stay for long. If you do, the boss will fire ricocheting weapons down the tunnels and you will find it almost impossible to evade them.

Arm yourself to the hilt. Make sure you are fully outfitted with weapons and powerups before you enter the boss' chamber—once you go through the door to the chamber, it locks behind you.

The Level 7 Boss.

Stay in motion within the large circular chamber and take out the boss' minions before starting your assault on the boss itself. Your slide controls come in extremely handy in this situation, enabling you to avoid enemy fire while maintaining your aim on the 'bots. When the other robots are destroyed and you concentrate your fire on the boss, remember that the boss can be hit while it begins or ends its teleportation but it *cannot* fire on you. Use this to your advantage by firing as soon as the boss begins to materialize. Your tracking weapons may not lock on when the boss is not fully visible, so aim carefully.

The boss can take many hits before finally dying, so keep moving, keep yourself fully armed, and keep firing!



LEVEL 27 BOSS

This guy is nasty. Not only can the Level 27 Boss teleport, but it is huge. It controls the other robots in its chamber and it can take multiple hits from the mega missile.

Take out all of the other robots first before going after the boss. (Because there are only a limited number of mega missiles available, don't waste them on the other robots—save them for the boss.) This leaves the oddly shaped chamber empty for you to maneuver around in.

The Level 27 Boss.

Use the four energy centers located in the interior walls of the chamber—they provide excellent cover for attacking the boss.

Use your slide controls to slip in front of the opening, blast the boss when it materializes, and then slide out of the way before it fires back.

You need to follow this strategy many times before the boss finally begins its death roll. Also, because of the boss' heavy armor, you cannot destroy it in one pass. You must repeatedly exit the chamber, rearm, and return to fire on the boss.

CHEAT CODES

If all else fails, there are the cheat codes...

REGULAR CHEAT CODES

Enter the following codes while playing the game. When the code has been properly entered, you will hear the word "cheater."

All Keys

■X●▲X▲▲X▲X▲X

Turbo

■▲●■●X■X●▲■X

Full Level Access

▲■▲▲●●■▲●■

After entering this code, exit the game and start a new game. After choosing your difficulty level, you can pick your starting level from the solar system map.

Mega-Wowie-Zowie

▲■●X▲■X▲■X●■

Invulnerability

■▲●■▲▲●■▲■X

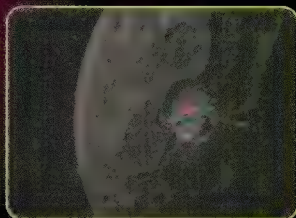
Entering this code again toggles invulnerability off, so be careful.

10 Ships, Mega-Wowie-Zowie Weapons, and Full Level Access

▲X■■▲●●■▲■●X

GAME SHARK CHEAT CODES

Infinite shield	800D10A600C7
Infinite energy	800D10A20027
Infinite concussion missiles	800D10A00005
Infinite homing missiles	800D10BC000F
Infinite proximity bombs	800D10BE0009
Infinite smart missiles	800D10C00014
Infinite mega missiles	800D10C20014
Infinite vulcan cannon	800D10B29684



Victory... for now.

DESCENT

INTERNATIONAL TRACK & FIELD

BASIC TIPS

Set your Run buttons to either ■ and X, or ● and X. This allows you to Run using a rubbing motion rather than the two-finger tapping approach. Spare your fingers and knuckles by using an inanimate object for the rubbing. Ball-point pen caps work especially well.



WARNING: *THIS TECHNIQUE MAY DAMAGE YOUR CONTROL PAD. DO NOT USE THIS TECHNIQUE IF YOU'RE AFRAID OF RUINING THE BUTTONS AND SPRINGS ON A PAD.*

Use a 40° to 45° angle for most events. This range works best.

Endurance and rhythm are more important than sheer speed in any running or swimming event. Don't burn yourself out early in the race.

Use the practice setting to get accustomed to each event. You'll be able to work up to greater speeds and distances at your own pace.

Replay your record-setting performances. When you set a world record, finish the game and wait through the credits. A "Replay" option will be added to the main menu. You'll be able to save the event to memory before shutting off the system.

Turbo controllers don't work in the game. They trigger a "Using Trick?" message, and the game levels their power. Some of our editors have actually received the "Using Trick?" message when weren't using turbo pads. If you're this fast, pace yourself.

Use the "Hard" difficulty setting to challenge yourself and set new world records. Your opponents perform pretty consistently, no matter what difficulty you use.

Don't underestimate computer opponents. Our highest CPU scores are only those we've witnessed. Don't be surprised if the CPU easily tops the scores we've listed.

100 METER DASH

This event is all about speed. From the sound of the gun, give it all you can to set a record. The pen cap trick works well for this event—perhaps too well. Shoot for something under 10.50sec to guarantee a victory.



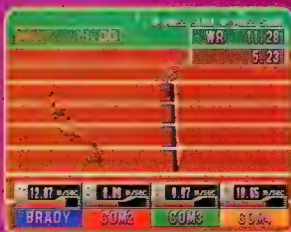
DIFFICULTY: **QUALIFY TIME:**

Easy 14.00sec

Medium 12.50sec

Hard 11.00sec

Fastest Time for CPU Opponents: 10.40sec



110 METER HURDLES

While speed is important, timing is even more critical. Although you're not penalized for tripping, your opponents will zip past you. Follow the screen shots as a good example of proper timing. The CPU usually finishes close to 13.50sec.

DIFFICULTY: **QUALIFY TIME:**

Easy 18.00sec

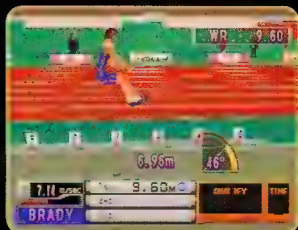
Medium 14.00sec

Hard 14.00sec

Fastest Time for CPU Opponents: 13.25sec

LONG JUMP

Speed is the most important part of the Long Jump, but a bad angle can kill even the best sprint. Somewhere around 40° is best. To ensure a gold medal, try to jump at least 9.00m.

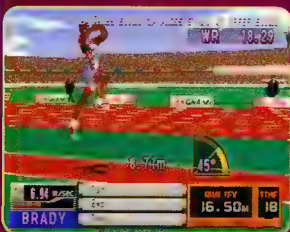


**INTERNATIONAL
TRACK & FIELD**

DIFFICULTY: **QUALIFY DISTANCE:**

Easy	5.50m
Medium	6.50m
Hard	8.00m

Longest Jump for CPU Opponents: 9.06m



TRIPLE JUMP

This event requires the same kind of speed and angle as the Long Jump, but timing is now a factor as well. Your second and third jumps need to be executed as soon as you hit pavement. The second jump is just a tap, and you must set your angle on the third jump. Once again, 40° seems to work well. A jump of at least 16.00m will usually win this event.

NOTE: **KEEP YOUR EYE OUT FOR THE SECRET MOLE ON REALLY BAD JUMPS.**

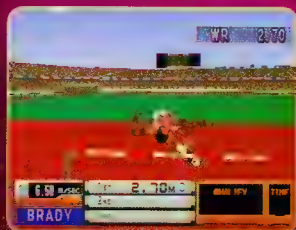
DIFFICULTY: **QUALIFY DISTANCE:**

Easy	11.00m
Medium	13.50m
Hard	16.50m

Longest Jump for CPU Opponents: 16.08m

HIGH JUMP

When it comes to building up speed, this event is the easiest to master. You should be able to max-out your power meter without using a trick. The big trick is timing your jump. Your character will approach the bar from the side. Just as he reaches the edge, press and hold the action button. This should give you the proper angle for a record-breaking jump. If you clear 2.70m, the bar's maximum height, the game will allow you to set the bar as high as 2.99m. Of course, a jump of about 2.45m is all you need to guarantee success.



DIFFICULTY:	QUALIFY HEIGHT:
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Easy	1.50m
------	-------

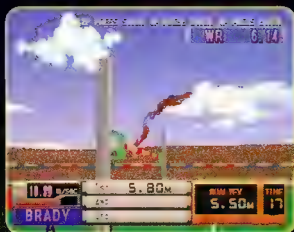
Medium	1.85m
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Hard	2.20m
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Highest Jump for CPU Opponents: 2.41m

POLE-VAULT

Timing is the trickiest part of this event. Start your jump when the pole reaches a 45° angle, and release just as it nears the top. The bowing of the pole will add to your power, propelling you over the bar. A vault close to 5.80m will usually get you the gold.



DIFFICULTY:	QUALIFY HEIGHT:
-------------	-----------------

Easy	3.50m
------	-------

Medium	4.50m
--------	-------

Hard	5.50m
------	-------

Highest Vault for CPU Opponents: 5.69m

HAMMER THROW

As always, power and timing are critical. You must release on your fourth spin, as the arrow begins to enter the score zone. Releasing too close to either edge will usually result in a foul. Try for a 40° angle by using a quick release. It takes a throw of around 80.00m to clinch the victory.



DIFFICULTY:	QUALIFY DISTANCE:
-------------	-------------------

Easy	50.00m
------	--------

Medium	65.00m
--------	--------

Hard	80.00m
------	--------

Longest Throw for CPU Opponents: 75.69m

INTERNATIONAL
TRACK & FIELD



JAVELIN

This is the toughest event. What makes it so difficult is trying to build speed while adjusting the angle of your throw. This doesn't sound too difficult until you realize how slowly the angle rises. You **MUST** start your angle five or six strides away from the line. After the throw, your character will take an additional step forward. This makes fouling very easy. Practice a few times before a real competition. A 40° angle works well. It usually takes a throw of 90.00m or more to take the gold.

DIFFICULTY:

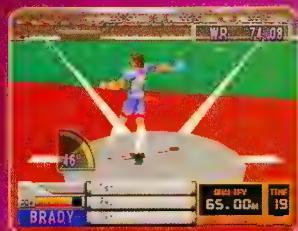
QUALIFY DISTANCE:

Easy	55.00m
Medium	70.00m
Hard	85.00m

Longest Throw for CPU Opponents: 89.84m

DISCUS

On the second spin, release the discus as the arrow enters the scoring zone. The angle increases quickly, so a quick tap is all you need to achieve the proper angle. A throw of about 70.00m will win this event.



DIFFICULTY:

QUALIFY DISTANCE:

Easy	45.00m
Medium	55.00m
Hard	65.00m

Longest Throw for CPU Opponents: 69.00m

SHOT PUT

Power is key to this event, but the angle meter is somewhat slow. Begin adjusting the angle immediately after your character makes his forward hop. You'll need close to 21.00m to win this event.

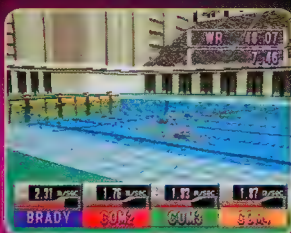
DIFFICULTY: QUALIFY DISTANCE:

Easy 14.00m

Medium 17.50m

Hard 21.00m

Longest Throw for CPU Opponents: 20.94m



100 METER FREE-STYLE SWIMMING

Speed is everything in this event. The pool is pretty long, so don't wear yourself out on the first lap. Initiate your turn just before you reach the end of the black line on the bottom of the pool. You'll need a time of about 0:54.00sec. to take first, but you'll notice the computer compensates for your speed, or lack of it.

DIFFICULTY: QUALIFY TIME:

Easy 1:15.00sec

Medium 1:05.00sec

Hard 1:00.00sec

Fastest time for CPU Opponents: 0:54.72sec

NEW WORLD RECORDS

Here are some of our NWRs. See if you can top them!

100m Dash: 8.21sec

Long Jump: 10.04m

Swimming: 48.07sec

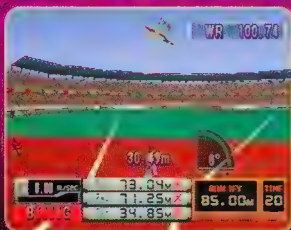
High Jump: 2.70m

Hammer Throw: 97.83m

Javelin: 100.74m

Discus: 82.93m

110m Hurdles: 11.28sec



U.F.O. CODE

By giving the javelin a solid throw at about a 65° angle, you can knock a flying saucer out of the sky.

INTERNATIONAL TRACK & FIELD

BOTTOM OF THE NINTH



Baseball games don't get much better than Konami's *Bottom of the Ninth*. The rendered players and stadiums look great and with the MLBPA license, you can be sure to find all your favorite players among the 700+ included in the game. The split-screen batter/pitcher perspective is fantastic, and allows for all-new innovative game mechanics! Now you can experience the thrill of what it's like to face the league's best day in and day out. Even the announcer sounds like he's from a big league park. This is definitely the baseball game that will lure you back to America's favorite pastime.

Like most sports games, it is extremely important to know your players' abilities. On offense, you'll want to know who your average hitters are and who your power hitters are. This becomes important when determining the kind of swing to take. Conversely, on defense it's important to know what kind of pitcher you're using. Is he a strike out pitcher, or not? A close look at a team's statistics will pay dividends when the game begins.



TRAINING MODE

One of the game's best features is the Training Mode. This option allows you to practice your batting, baserunning, pitching, fielding, and basic offense and defense. Because user-control plays a huge part of Bottom of the Ninth, take the time to brush up on the basic skills necessary to compete against the best.

Batting Training is the most important feature to utilize. Simply select a specific type of

pitch to practice against, and use this time to recognize the differences between pitches. The ability to correctly identify a pitch can easily make the difference between success or failure at the plate. The pitching training is also extremely useful in helping you to master control of a particular player's pitches or experiment with all-new inventions.



OFFENSE

BATTING

The batter's perspective is tricky at first, but your skill will improve with a little practice. Here are a few hints for success when you step up to the plate.



Use the Contact Swing type more than any other swing. The only time you shouldn't use the Contact Swing is when a power hitter (a player with a lot of homers or a high slugging percentage) comes to the plate. In this situation, you'll want to take a chance and use the Power Swing type. This will allow you to better get a hold of the big one. Be aware though, the Power Swing reduces the size of the batting cursor and lowers your chances to successfully make contact with the ball, so in any two-strike situation the Contact Swing is advised—power hitter or not.

Timing and skill are essential and can only be mastered by taking a good run through batting practice to develop your hitting eye. The skill factor in hitting comes through the ability to hit the ball with the "sweet part" of the bat. To do this, line up the batting cursor's "X" with the flashing "+" on the ball and press the swing button. If you're successful, you'll make much better contact and significantly increase your chances for a clean hit. If you hit the ball above or below the "+" sign, a pop up or ground ball will likely be the result.

Predict the pitcher's intentions. Watch for patterns, because once you know the general area where the ball will cross the plate, you can adjust your batting cursor so that less movement is required during the pitch. Many times a pitcher will rely on a certain pitch in a given situation that you may be able to identify. Basically, if you can make an educated guess as to what type of pitch may be coming, you'll better be able to maximize your contact for explosive results.

BUNTING

Bunting is especially useful if you need to advance a runner into scoring position, or if you're trying to squeeze the runner in from third. To bunt, select the Contact Swing type, and press the Bunt button to drop the ball down the baselines. This works a fair amount of the time, and will often take a lackadaisical opponent by surprise. As your lead-off hitter is generally the fastest player on the team, opening the game with a bunt attempt is an advisable tactic.



BASERUNNING

Stealing bases is an excellent way to get runners in scoring position. The key is to get a good (but not too good) lead, wait for the pitcher to commit to the pitch, and then run for your life. Most importantly, don't forget to rapidly press the Left and Right buttons to run faster along the base paths.

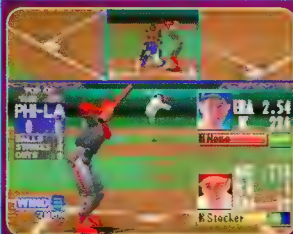
Double stealing with men on the corners is a good way to keep a catcher off-balance, and score runs.

Use good judgment when running bases. When you hit a pop fly, be alert and tag up. If you pay attention, your chances are pretty good of being successful. Try not to get into rundowns—they can cost you valuable outs. If you do get caught in a rundown, do your best to prolong being tagged, so that other baserunners may have the opportunity to advance.

DEFENSE

Defense is the truly difficult part of Bottom of the Ninth, but a few tips may help you bring your game up to par.





PITCHING

Mix up your pitches. If a batter is able to correctly predict your throwing tendencies, he'll have better success and knock you out of the game. The Sinker and Knuckleball are probably the two toughest pitches to hit in the game. Make sure your pitcher also has a Fastball or Changeup to help keep the batters off-balance.

The low outside corner fastball is a great way to get strike outs. To get a bit more speed on a pitch, rapidly press the Pitch button while a pitcher is in motion. Often, this can be the key to recording a big out.

Avoid fatigue—It plays an important role in a pitcher's effectiveness. Obviously, throwing harder pitches (using the Pitch button) will deplete stamina quicker, but pitches such as the Curve, Slider, and Fork Ball take their toll as well. The heavier a pitcher breathes, the lower his stamina. If your pitcher begins to run out of gas, you'll have to go to the bullpen. It's important to let your reliever warm up a bit though, so try to give him at least one inning's notice. If you throw him in before he's ready, he may not show up with his best stuff.

The status bar is one of the biggest factors in determining a pitcher's success. A "flashing" status bar indicates your pitcher's confidence is low, resulting in less effective pitches. He won't be able to throw as hard and his stamina will drain twice as fast. Factors that can negatively influence the bar are home run and errors. A double play is a great way to bring the pitcher's confidence back up. If your pitcher seems to have no way out of the trouble, simply use the bullpen.

Consider the situation before you select a pitch. For example, you don't want to throw a fastball down the middle to Barry Bonds. Instead, be cautious and try not to give the top hitters something too good to hit. Also, use specific pitches to draw desired results. A Screwball is a good pitch for drawing ground balls. If you throw this pitch with runners on base, you'll often be able to convert a double play and kill a rally. Experiment with the different pitches to find what works best for you.



FIELDING

Set up your defense correctly to effectively shut down the team at bat. Players should be aligned according to where a batter is most likely to hit the ball. For instance, back the defense up against a power hitter, or call the infield in if you anticipate a play at the plate. Bottom of the Ninth does not offer a lot of options here when compared to other baseball games, but they should still be utilized just the same.

Keep an eye on the shadow of the ball and try to gauge its speed. The outfield in this game is huge, and can be a difficult place to track down fly balls. Tracking the shadow will be your only clue as to where you must position the field for a chance at the out. If you think you've got a shot, attempt a dive. If the play is clearly out of your range, then simply run the ball down. An unsuccessful dive will only take more time to track down the ball in the spacious parks.

THE CONTENDERS

Now for a look at the game's top teams and players.

ATLANTA

Best Pitcher: Greg Maddux
Best Reliever: Mark Wohlers

Atlanta features the best collection of pitchers in the game. Besides Maddux, they've got Tommy Glavine, Steve Avery, and John Smoltz to round out the finest starting staff in the league. As if that wasn't enough, McGriff, Klesko, David Justice, Marquis Grissom, and Chipper Jones are capable of supporting them with plenty of offense. A repeat World Championship does not seem out of the question.

Best Power Hitter: Fred McGriff
Best Average Hitter: Ryan Klesko

CLEVELAND

Best Pitcher: Dennis Martinez
Best Reliever: Jose Mesa

Cleveland is a young, deep, talented team that possesses all the tools to win it all. Martinez is the anchor of a veteran pitching staff, while Belle and Lofton are key pieces of a potent offense that includes Carlos Baerga, Manny Ramirez, Eddie Murray, and Sandy Alomar, Jr. This could be the nucleus of a dynasty-in-the-making.

Best Power Hitter: Albert Belle
Best Average Hitter: Kenny Lofton

SEATTLE

Best Pitcher: Randy Johnson
Best Reliever: Bobby Ayala

The one-two punch of Griffey, Jr. and Johnson give Seattle the best all-around player in the game, as well as the most dominating pitcher. Throw in Jay Buhner, Andy Benes, and the two Martinezes and you've got a young team on the rise in the West. Perhaps the only question mark here is the overall team depth.

Best Power Hitter: Ken Griffey, Jr.
Best Average Hitter: Edgar Martinez

COLORADO

Best Pitcher: Brett Saberhagen
Best Reliever: Darren Holmes

Possibly the best offensive team in the game, Colorado is dominated by the explosive bats of Bichette, Andres Galarraga, Larry Walker, and Vinnie Castilla. But if the old adage "Pitching wins ballgames" is true, things could be rough in the Mile High City. While Saberhagen has some skills, the staff is shaky at best. This team will go as far as their bats will carry them.

Best Power Hitter: Dante Bichette
Best Average Hitter: Dante Bichette

NEW YORK

Best Pitcher: David Cone
Best Reliever: John Wetteland

New York is a veteran team loaded with exceptional talents such as Cone, Boggs, O'Neill, McDowell, Mattingly, and Sierra. As always, the problem lies in the chemistry. In any case, New York is definitely not a team to be taken lightly.

Best Power Hitter: Paul O'Neill
Best Average Hitter: Wade Boggs

LOS ANGELES

Best Pitcher: Hideo Nomo
Best Reliever: Todd Worrell

Led by the brilliant rookie Nomo, and the MVP-like numbers of Piazza, Los Angeles is an exciting team that's capable of beating anyone. The pitching, with Worrell, Ramon Martinez, and Tom Candiotti is top-notch. Stars like Karros and Mondesi provide the firepower. If not for their questionable defense, the Dodgers would be favorites to win it all.

Best Power Hitter: Erik Karros
Best Average Hitter: Mike Piazza

**BOTTOM OF THE
NINTH**

DARKSTALKERS

COMMON MOVES

These moves work for all characters.

THROW/AIR THROW

With very few exceptions, every character has a regular throw attack. When close to the opponent, press the Directional Pad toward the opponent and press button 2, 3, 5, or 6. To air throw an opponent, try the same motion while next to the opponent while you're both in the air.

BLOCK/AIR BLOCK

Hold the joystick away from your opponent to block mid-level and air attacks, or hold the joystick down-away from your opponent to block low attacks. Air blocking is just like low-attack blocking, only in the air. You can air block almost any attack. A note to flying characters: You cannot air block in mid-flight.

DASH

Tap Forward on the Directional Pad twice to close in on your opponent, or tap Back twice to retreat.

NOTE: VICTOR IS THE ONLY CHARACTER WHO CANNOT DASH FORWARD.

AIR DOUBLE

An air double attack is best described as a mini air combo. You don't necessarily have to hit with the first attack to activate the second, but doing so will count (morally) as a 2-hit air combo. Experiment with your favorite character's air combo to come up with his or her most effective air offense/defense.

SUPER SPECIAL ATTACK

Each character has a Special Bar that increases each time that character is hit by any move or hits his or her opponent with any move. When the meter is full, the character can unleash a Super Special Attack. Most of the character's regular special moves will only be modified when used with a full Special Bar. However, each character has a specific Super Special Attack that can only be used when the Special Bar is full. Mastering these Super Special Attacks is the key to winning convincingly. You can substitute the Super Special version of any special attack in almost any combo.

Capcom's first true original fighting game since *Street Fighter*, *Darkstalkers* takes advantage of its predecessor's best qualities and adds a few unique twists to end up with a thoroughly enjoyable game. Not only are the characters well animated (featuring some of the best animation in a frame-based game ever), but the entire mood set by the game and the style of characters sets it apart from any other title out there. Whether you're a beginner or you're already hooked, this strategy guide will bring your game to the next level.

NOTE: *YELLOW ARROWS INDICATE THAT THIS D-PAD DIRECTION MUST BE CHARGED.*

LEGEND

BUTTONS

To activate a move, press the designated button immediately following the D-pad motion of the desired move.

- 1 = Jab Punch
- 2 = Strong Punch
- 3 = Fierce Punch
- 4 = Short Kick
- 5 = Forward Kick
- 6 = Roundhouse Kick

MOVES

These abbreviations appear in front of each move in a combo:

- S = Standing attack
- C = Crouching attack
- J = Jumping or airborne attack (may involve a super jump)
- T = Throw (sometimes air throw)
- X = Cross-up attack

NOTE: A CROSS-UP ATTACK IS ONE THAT HITS THE OPPONENT IN THE BACK OF THE HEAD/TORSO AS YOUR CHARACTER JUMPS OVER THEM—USUALLY VERY NASTY, AND DIFFICULT TO ANTICIPATE AND/OR BLOCK. IF YOU ARE BLOCKING NORMALLY WHEN YOUR OPPONENT THROWS OUT A CROSS-UP ATTACK AND YOU GET HIT, YOU'RE BLOCKING THE WRONG WAY.

YOU MUST ACTUALLY PUSH TOWARD YOUR OPPONENT, BECAUSE YOU WILL SWITCH AROUND AS THE CHARACTER PASSES OVER YOU. THIS IS SOMEWHAT CONFUSING, BUT IT WORKS. FORTUNATELY, CROSS-UP ATTACKS ARE EXCRUCIATINGLY DIFFICULT TO GET OFF IN THIS GAME.

ANAKARIS

Anakaris is the biggest character in the game, and hence has some of the longest-ranging moves you'll ever see this side of Marvel Super Heroes. This ancient mummy may be long-gone from our world, but he rules supreme in the afterlife.



FIGHTING AS ANAKARIS

It is entirely possible for Anakaris to go an entire fight without having to block a single attack, simply because he can counter almost any jumping attack, or prevent most incoming attacks with his own offensive attacks. Try to catch fireballing characters with the Mirror Door Pull. If you connect, the projectile will pass by harmlessly. Try to coax rising characters with the Mirror Door Pull as well. Also, try to sweep characters setting up for moves at long range. Anakaris' moves are meant to defy logic, and it's up to you to learn which moves are right for each situation.

FIGHTING AGAINST ANAKARIS

Anakaris suffers from the same syndrome as Victor, only worse because he's bigger. If he goes for a long-range Cobra Blow and misses, you can tag the portion that sticks out for an easy hit. Every character has some offensive move that will work against this move. Other than that, just try to throw as many different attacks as you can at him from all over the screen. Don't stay in one place very long, and you might be able to keep away from him.

BEST ANTI-AIR ATTACK:

C2, C3, S6

AIR DOUBLE:

Anakaris can throw out as many air attacks as he wants before he lands.

MOVES

MIRROR DOOR PULL

↓↘→ + ANY PUNCH

COFFIN DANCE

123 OR 456

ECHO BACK (STEP 1)

→↘↓↙← + ANY PUNCH

ECHO BACK (STEP 2)

↓↘→ + ANY KICK

ROYAL JUDGMENT

↘↙↓↘ + ANY PUNCH (CAN ONLY BE DONE IN THE AIR)

COBRA BLOW

→↙↘ + ANY PUNCH

SUPER SPECIAL ATTACKS

PHAROAH MAGIC

S 5, S 1, ↓, S 4, S 2

THROWS

HEEL CRUSH

→ + 5

DOWNWARD PYRAMID CRUSH

↓ + 6

DIAGONAL PYRAMID CRUSH

↘ + 6 (IN MIDAIR)

MISCELLANEOUS

- Anakaris can jump in two different ways. Pressing straight up once will bring him off the ground. He can move freely from side to side and launch any air attacks. Pressing up again will take him to the top of the screen, where the same rules apply. The other jumping technique involves diagonal jumps. Once in the air, wait for Anakaris to begin to drift downward, then press either Up/Right or Up/Left.
- Anakaris can float a maximum of two times.
- Anakaris cannot combo his Mirror Door Pull.
- Anakaris can hit his opponent with standing forward (button 5), then complete the command for Pharaoh Magic. It won't combo, but if the opponent tries to counterattack, they will be caught.

COMBOS

C 1, C 2

S 1, S 2, S 3 or S 6

S 4, S 5, S 6 or S 3

(in air) Pyramid Crush, C 4, C 1, C 2

MORRIGAN ARNSLAND



One look at Morrigan, and you'll know why she was voted video game babe of the century, even before the end of the century! But beware: Behind that beautiful exterior lies the heart of a true warrior, and Morrigan has the right balance of speed and strength to give you plenty of bad dreams.

FIGHTING AS MORRIGAN

Morrigan can follow the classic Ryu or Ken strategy and throw out Soul Fist after Soul Fist, then follow it up with a Shadow Blade when her opponent jumps. Of course, her total offensive capability goes far beyond that. She can also rain down Soul Fists from the sky, or jump in with the Shell Kick to start other offensive bursts. She's also armed to the teeth with defensive weapons. No matter which way you cut it, Morrigan has an answer for everything. Try to stop one step short of total offensive Armageddon, and you'll probably have a second or two to notice that your opponent has been completely obliterated.

FIGHTING AGAINST MORRIGAN

Morrigan has so many effective offensive weapons, it's difficult to choose one area to pick on. Her biggest sore spot is the delay that follows her Soul Fist attack. If you are close when she starts the Soul Fist, you may be able to jump over it and start up a combo attack before she can react. Morrigan really doesn't have a pressuring offense without the Soul Fist, so if she doesn't use it, you can probably pick off her other offensive attacks fairly easily. You've got to be ready to react quickly!

BEST ANTI-AIR ATTACKS:

S 6, Shadow Blade

AIR DOUBLE:

J 1 or J 4, then any other standard air attack

Morrigan can also Air Double her jumping forward (button 5) to her Air Shell Kick.

MOVES

SOUL FIST

↘↘→ + ANY PUNCH

AIR SOUL FIST

↑↗→↘ + ANY PUNCH

SHELL KICK

↘↙← + ANY KICK (CAN ONLY BE DONE IN THE AIR)

SHADOW BLADE

→↘↘ + ANY PUNCH

SUPER SPECIAL ATTACKS

VALKYRIE TURN

→↘↘↙← + ANY KICK (+ KICK WHEN SHE PAUSES IN THE AIR)

DARKNESS ILLUSION

S 1, S 1, →, S 4, S 3

THROWS

GROUND SLAM

← OR → + 2 OR 3

HELL RIDE

→↘↘↙← + ANY PUNCH

MISCELLANEOUS

- Morrigan's standing roundhouse (button 6) has great reach and can hit long-range opponents, but it will score a maximum of four hits if it connects up close.
- Morrigan's crouching fierce (button 3) and roundhouse (button 6) attacks have amazing range. The crouching roundhouse can sweep opponents from nearly one-third of the screen's length.
- Morrigan's crouching jab (button 1) is an automatic 2-hit combo if the first hit connects.
- Morrigan's Soul Fist (even the Super Special version) cannot combo.

COMBOS

S 1, S 2, S 3 or S 6

S 4, S 5, S 6 or S 3

C 1, C 2 or C 5, C 3 or C 6

S 4 or C 2, Shadow Blade

J 5 or J 6, S 4, S 2, S 6

J 2 or J 5, S 2, Shadow Blade

J 2 or J 5, S 2, S 5, Shadow Blade

J 5 (Shell Kick), S 6 or C 2, C 3 or S 2

Super Special Shadow Blade or

Darkness Illusion

BISHAMON

With his spirit trapped inside a suit of ancient Samurai armor, Bishamon fights to find the one who entrapped his soul and damned him to remain on earth, away from the spirit of his long-dead wife. His soul can never rest until he frees himself from his earthly bonds.



FIGHTING AS BISHAMON

Bishamon is blessed with a variety of incredibly effective attacks. All of his sword slashes, jumping or not, have great range. He can destroy all regular projectiles with his Quick Slashes, which will give fireballing characters fits all day. He can't combo reliably for big hits, but his individual moves do enough damage to be effective. There are actually times when you may want to get knocked down, just to nail overanxious attackers with a Rising Slash while rising from the ground.

FIGHTING AGAINST BISHAMON

Bishamon can present an almost impenetrable barrier against all foes. Bringing the fight to him is a mistake. All you can hope to do is to catch Bishamon in the middle of a mistake and make him pay the best way you can. If you knock him down, fake an incoming attack as he gets up, then nail him when he airs his Rising Slash attempt.

BEST ANTI-AIR ATTACK:

S 2, S 3

MOVES

SNAP SWORD

←↙↘→ + ANY PUNCH

STORM WIND

↓↘→ + ANY PUNCH (CAN ONLY FOLLOW LOW SNAP SWORD)

FLIP SWORD

↓↙← + ANY PUNCH (CAN ONLY FOLLOW LOW SNAP SWORD)

RISING SLASH

→↓↘ + ANY PUNCH

HIGH QUICK SLASH

←→ + ANY PUNCH

LOW QUICK SLASH

←→ + ANY KICK

SEAL OF DEATH

↑↗↘↙ + ANY PUNCH

SUPER SPECIAL ATTACKS

BUSHIDO CRUSH

→↘↓↙ + ANY PUNCH

HIGH TRIPLE SLASH

←→←→ + ANY PUNCH

LOW TRIPLE SLASH

←→←→ + ANY KICK

THROWS

SIMPLE TOSS

← OR → + 2 OR 3

THE SKINNER

↓↘↓↘ + ANY PUNCH

MISCELLANEOUS

- If Bishamon connects with Quick Slashes, the Storm Wind, or the Bushido Crush, he'll cut his opponent in half (temporarily). If Bishamon wins any round using any of these attacks, his opponent will remain that way until the next round starts. It's Bishamon's version of a fatality!
- Both of Bishamon's dashing strong (button 2) and fierce (button 3) attacks can hit three times.
- Bishamon's reaching forward (button 3) attack hits for a 2-hit auto combo if it connects.
- Bishamon's crouching fierce (button 3) attack stretches almost three-quarters of the screen length, and can go under projectiles. In most cases, you can hit the thrower before they recover, and recover before the projectile reaches you.
- All of Bishamon's standing attacks can be modified to reach farther by pressing forward on the joystick.
- Bishamon can combo almost any series of jab/short, strong/forward, fierce/roundhouse standard attacks in the standing or crouching position.
- Bishamon's High Quick Slash cannot combo, but is worth throwing around in case the opponent doesn't block. It still does minor damage if blocked.

COMBOS

S 1, S 2, S 3 or S 6

S 4, S 5, S 6 or S 3

C 1, C 2, S 3 or S 6

J 1 or J 6, C 1, S 3

J 6, S 1 or S 4, Snap Sword, Storm Wind or Flip Sword, Fierce Rising Slash (button 3)

J 5 or J 6, S 1 or C 1 or S 4 or C 4, Low Quick Slash

FELICIA

Competing for babe of the century honors with Morrigan is Felicia, a creature who's half-cat, half-woman, and all sexy. It is, of course, no accident that her stripes are where they are. But don't get too caught up looking at her, or you may find yourself flat on your face!



FIGHTING AS FELICIA

Felicia is so incredibly fast that it's easy to overwhelm even a moderately docile character. Felicia's speed is so great that you can make a mistake with her and your opponent still may not be able to react to it before you've already recovered. Felicia's speed also allows her to combo together almost any string of moves available to her—mixing up those attacks is the key to setting up your best combos. Keep up the pressure, and your speed should enable you to interrupt any possible counterattacks.

FIGHTING AGAINST FELICIA

Felicia is every character's nightmare, whether the person playing her is skilled or not. Even a beginner can score major damage with her just because of her speed. You've just got to be patient and try to counterattack after every missed or blocked attack. You can try to anticipate her moves, but you're more likely to end up guessing and getting nailed than stuffing her moves. Throw out short-range crouching attacks to stay in an offensive position and possibly interrupt incoming attacks.

BEST ANTI-AIR ATTACKS:

S 4, S 6 (if opponent is directly overhead), C 3

MOVES

ROLLING BUCKLER

←↙↓↘ + ANY PUNCH (+ PUNCH TO START UPPERCUT)

ROLLING SCRATCH

↘↙↓↘ + ANY PUNCH (+ PUNCHES TO SCRATCH)

DELTA KICK

←↙↓↘ + ANY KICK

SAND SPLASH

↓↘→ + ANY KICK

SUPER SPECIAL ATTACK

ROLLING FLASH

↓↘→↙↘↓ + 123 (+ PUNCHES FOR EXTRA HITS)

THROWS

FACE SCRATCHER

← OR → + 2 OR 3

TUMBLE TOSS

← OR → + 5 OR 6

HELL CAT

→↘↓↙← + ANY KICK

AIR THROW

ANY DIRECTION EXCEPT ↑ + 2, 3, 5 OR 6

MISCELLANEOUS

Felicia can juggle her opponent in the corner after a Rolling Scratch for a free hit. After the juggle, she can also score more combo hits if the opponent doesn't block low. It's a rarity, but for the unsuspecting opponent it can be a major learning experience.

Almost all of Felicia's dashing attacks must be blocked high, or they will hit and can be followed up or chained into combos.

COMBOS

S1, S2, S3 or S6

S4, S5, S6 or S3

J1, C1, C4, C2, Sand Splash

J1 or J4, S1, S3

J1, C1, C, 4, S3 or S6

(near corner) Rolling Scratch, S1, C5, S3 or S6

VICTOR VON GERDENHEIM

Victor learned some of his moves from Zangief while accidentally invading his nightmares. This is not an altogether bad thing, but they share some striking similarities. Most of his moves are exaggerated and take up large amounts of space on the screen. Victor can also harness the power of electricity and use it to give his opponents a real shock.



FIGHTING AS VICTOR

Victor is the king of big offensive moves, and all of them can score for really big damage. Go for his electric attacks as often as possible. If you connect, you'll do more damage than if you hit with the regular version. Some of his moves are a bit slow, but his sliding kick is extremely deceiving. Mix it up with the Hop Kick and the Giga Hammer to keep your opponent constantly guessing. Your main goal should always be to knock your opponent down, because it usually means that you've done some big damage. Go for his throws while in close quarters to really get on your opponent's case.

FIGHTING AGAINST VICTOR

Victor may be able to throw out all of the offense in the world, but he's so huge, you can't help but hit him. He incurs big delays after missing an attack or even after throwing out a blocked attack, so pick those times to throw out your longest-reaching offensive attack. You can try to stop his other rushing attacks, but it's risky business. If you can anticipate one, jump straight up and land your best combo on your way down. Victor's general slowness should allow you to have your way and continue any reliable offensive assaults after he blocks. Just don't sit idly by and give him an easy target to hit.

BEST ANTI-AIR ATTACK:

C 3, Giga Burn, S 6 (for distant opponent)

MOVES

GIGA HAMMER
← → + ANY PUNCH

GIGA BUSTER
← → + ANY KICK

HOP KICK
↙ ↗ + ANY KICK

GYRO CRUSH
↓ ↙ ← → + ANY PUNCH

GIGA BURN
↓ ↙ ← + ANY KICK

SUPER SPECIAL ATTACKS

GIGA BROOD
← → + 123

THUNDER BREAK
↓ ↑ + ANY PUNCH OR 123

NOTE: VICTOR CAN TURN HIS STANDING FIERCE (BUTTON 3), CROUCHING FIERCE (BUTTON 3), AND STANDING ROUNDHOUSE (BUTTON 6) INTO ELECTRIFIED MOVES BY HOLDING DOWN THE ATTACK BUTTON. THIS DOES NOT REQUIRE AN EXTRA DELAY, AND WILL WORK IN PLACE OF THE REGULAR VERSION, EVEN IN COMBOS.

MISCELLANEOUS

- Use Victor's standing roundhouse close to your opponent to invoke a huge butt attack!
- Victor's jumping fierce (button 3) invokes a crushing double-fist drop. Devastating!
- Victor cannot combo his Hop Kick or Giga Buster.
- Victor doesn't have many multi-hit combos, but even his 2-hitters do a lot of damage.
- Victor cannot dash forward.

COMBOS

C 1, S 2, S 3

S 1, S 2, S 3 or S 6

S 4, S 5, S 6 or S 3

J 5 or J 3, C 4, C 6 or Giga Hammer

THROWS

CHIN BASHER
← OR → + 2 OR 3

TWO-HANDED SQUEEZE
← OR → + 5 OR 6

MEGA SHOCK
↓ ↘ → + 2 OR 3

POWER BOLT THROW
→ ↘ ↓ ↙ ← ↗ ↑ + 123

J 5 or J 3, S 1, Giga Burn or Giga Hammer

J 5 or J 3, S 4, S 3 or C 3 or S 5

J anything, Thunder Break (will only hit if the opponent is asleep)

J 4, C 4, Gyro Crush (hard, but worth it)

DEMETRI MAXIMOFF



Demetri is Darkstalkers' answer to Ryu and Ken from the Street Fighter games. He isn't necessarily the same, though, since some of the effects of his moves are different. If you're already familiar with the move structure for Ryu and Ken, you'll pick up Demetri pretty quickly. Otherwise, just bear down, study, and learn the moves! It's worth the time and effort to learn how to play him effectively.

FIGHTING AS DEMETRI

Demetri can be almost as offensive as he wants, simply because his moves are so effective. Add to the fact that he's almost invulnerable during a dash, and you've got one serious contender here. Keep up the pressure, and stick to using the jab (button 1) versions of the Demon Cradle to slowly ding your opponent's life bar. If you hit, you'll be set up well to continue the attack, and if you miss, they'll be pushed far enough away that it'll be difficult for them to counterattack. Remember that Demetri can easily keep out jumpers with the Demon Cradle. Play a hard ground game, and wait for the opponent to get itchy and jump.

FIGHTING AGAINST DEMETRI

It's foolish to try to jump in on Demetri unless he's dizzy, so you've got to fight a better ground game than he does. Battle his projectiles with other projectiles, or just avoid them by jumping straight up. If he sends out an air fireball, dash over there to get him on the way down unless he's already got a ground fireball heading toward you. He can play keep-away with those fireballs, but just watch for a weak spot and get in when he makes mistakes.

BEST ANTI-AIR ATTACK:

Demon Cradle, C 5, or S 3 (if opponent is almost directly overhead)

AIR DOUBLE:

J 1 or J 4, then any other standard air attack

MOVES

CHAOS FLARE

↓↘→ + ANY PUNCH (CAN BE DONE IN THE AIR)

DEMON CRADLE

→↓↘ + ANY PUNCH

BAT SPIN

↓↙← + ANY KICK (CAN BE DONE IN THE AIR)

SUPER SPECIAL ATTACK

MIDNIGHT PLEASURE

↓↘↘ + ANY PUNCH

THROWS

PILE DRIVER

← OR → + 2 OR 3

DEMON STOLEN

→↘↓↙←↖↗ + ANY PUNCH

NOTE: DEMETRI'S CROUCHING FORWARD KICK (C 5) IS ALMOST IDENTICAL TO HIS STANDING FORWARD KICK (S 5). THE ONLY DIFFERENCE IS THAT IT COMES OUT MUCH FASTER AND DOESN'T STICK OUT AS LONG.

COMBOS

C 2, C 2

C 4 (three times), C 3 or C 6

C 1, C 2, C 3 or C 6

C 4, C 5, C 6 or C 3

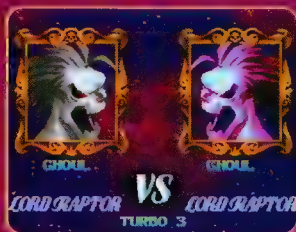
S 1, S 2, S 3

C 4, S 5, C 6 or Chaos Flare or Demon Cradle

J (4, 3), S 2 or C 2, Chaos Flare or Demon Cradle

LORD RAPTOR

Lord Raptor is perhaps one of the most bizarre characters ever to show up in any video game. An undead rocker from Britain, Raptor dreams of ripping killer riffs on his guitar for all eternity. He also enjoys ripping the skin off his opponents, so don't expect him to show any mercy on the weak.



FIGHTING AS RAPTOR

Raptor's moves are so odd, they may confuse you slightly. The key is to master all of his attacks and know when and where to use them. Teleport often to set your attacks up, or throw in teleports in the middle of other attacks to really confuse your opponent. Try for surprise low attacks—you're likely to score against unsuspecting opponents. You may even drive your foes to miss if they confuse it with another attack or just get fidgety.

FIGHTING AGAINST RAPTOR

Raptor is so hard to read, it's really difficult to determine the best way to fight him. Since he has no projectiles and has to take the fight to you, be ready to intercept his jumping attacks and counterattack any of his close-range attacks. If he tries to sneak up on you, slam him with whatever combo you can get off. You can hold him off with projectile attacks, but look out for his teleporting attempts. If you can spot the location where he's going to appear, you can throw out a move or a combo that could very well connect. You've got to be opportunistic, but don't flail around or you're bound to get clobbered.

BEST ANTI-AIR ATTACKS:

C 3, S 3 (unavoidable if timed right), S 6 (for distant opponent), Death Hurricane

AIR DOUBLE:

J 1 or J 4, then any other standard air attack

MOVES

DEATH HURRICANE

↓↙←+ ANY KICK (CAN BE DONE IN THE AIR)

HELL'S GATE (TELEPORT)

←↙↓↘→+ ANY KICK

SOUL JAVELIN

↓↑+ ANY KICK

SUPER SPECIAL ATTACKS

DEATH VOLTAGE

→↘↘↘↘← + ANY KICK (CAN BE DONE IN THE AIR)

EVIL SCREAM

→← + 123

THROWS

RIB THRUST

← OR → + 2 OR 3

TOSS & FLIP

← OR → + 5 OR 6

SKULL PUNISH

↓↘→↘ + 2 OR 3

AIR THROW

ANY DIRECTION EXCEPT ↑ + 2, 3, 5 OR 6

MISCELLANEOUS

Raptor has two versions of every standing attack. Simply push the joystick toward the opponent to get the other version.

Raptor has two versions of every jumping attack. Simply push the joystick down to get the other version.

Raptor is the only character in the game who can dash in the air. The best use of this technique is to jump backward, then dash forward and throw out an attack as you fall. If your opponent comes after you as you jump away, you're almost guaranteed a hit when you dash and attack.

Raptor's standing fierce (button 3) and standing roundhouse (button 6) have amazing range.

Raptor's crouching roundhouse (button 6) is a slide that will cut down the opponent if they don't block low.

COMBOS

S → 4, S 2, S → 3

S 4, S 3, S → 6

S 5, S → 4, S 2, S → 3

J ↓ 2 or J ↓ 5, S 4, S → 3

S 1, S 2, S → 3 or Death Hurricane

J ↓ 3, S 1, S 2, Evil Scream or S → 3 or Death Hurricane

RIKUO

As an air-breathing marine creature, Rikuo brings some of the powers of the sea to land. He is just as adept at combat on solid ground as he is in water, and his freedom in water has influenced his fighting style. Probably the most underrated character in the game, Rikuo requires a fair investment of time to master.



FIGHTING AS RIKUO

Most people have never seen a good Rikuo player before. Now is your chance to surprise them and introduce them to what Rikuo can do. He can't combo like mad, but it's surprising how versatile and interchangeable most of his moves are. Throw out the Sonic Wave often to try to catch and temporarily freeze your opponent. If you connect, quickly dash over and take as many free hits as you can. Mix up your use of the Sonic Wave and Screw Jet, lead your opponent into making a mistake, and take advantage of them if they fall into your trap.

FIGHTING AGAINST RIKUO

Rikuo is quite awkward, and can easily confuse you. However, because of his complex nature, even those who know Rikuo well are bound to make a technical error sooner or later. When they do, pounce on the opportunity to empty as much of Rikuo's life bar as you can. Also, jump on the chance to counterattack any blocked moves that Rikuo launches at close range. You may be able to ruffle his gills with an unexpected throw or combo right as he recovers from his offensive gambles.

BEST ANTI-AIR ATTACK:

S 3

AIR DOUBLE:

J 1, then any other standard air attack

MOVES

SONIC WAVE

↓↘→ + ANY PUNCH

POISON CLOUD

←↖↓↘→ + ANY KICK

SCREW JET
← → + ANY PUNCH

TRICK FISH
← ← + ANY KICK

THROWS

TONGUE GRAB
→ + 2 OR 3

MULTI-HIT TOSS
→ ↓ ↓ ↓ ← + ANY PUNCH

MULTI-HIT FRENZY
→ ↓ ↓ ↓ ← + ANY KICK

MISCELLANEOUS

- Kikuo's dashing fence (button 3) results in a sliding, pointy shell that hits multiple times if it connects.
- Almost all of Kikuo's jumping attacks have long range, which makes them great for tagging long distance characters but horrible for starting combos. Experiment to find the best time to use them.
- Both Kikuo's crouching strong (button 2) and crouching forward (button 5) attacks count as 2-hit auto combos if they connect.
- Kikuo's jumping roundhouse (button 6) is a torpodo-like attack which comes down at a forty-five degree angle.

COMBOS

S 1, S 2, S 3 or S 6

S 4 S 5 S 6 or S 1

S 1 (four times), S 2

Sonic Wave, C 2 (2 times)

Sonic Wave, Screw Jet

J 5, S 1 (three times), S 2

J 5, S 1, S 2, Screw Jet

S 1, S 2, Trick Fish

J 5, S 2, Sonic Wave

SASQUATCH

Sasquatch isn't exactly the abominable snowman, but he sure can put a hurtin' on someone who gets in his way. All he wants is to enjoy life in the snow with his people, but he's got to be able to protect the clan, so he's ready to spar any time you are. It's all in fun for him, though. Just look at his goofy face when he wins!



FIGHTING AS SASQUATCH

Sasquatch can place different parts of his body all over the screen, so stick out what you can when you can, or at least when it's safe. Use his Big Snow and Big Typhoon to keep opponents at bay or make them pay for getting too offensive. While he can't throw out as many combos as smaller, more agile characters can, he can still do a fair amount of damage with a 3- or 4-hitter. Use the Big Towers to avoid projectile trouble, and dash around a little, just to surprise unsuspecting opponents.

FIGHTING AGAINST SASQUATCH

Be on the lookout for all of the different things Sasquatch can do against you that work against him. His biggest weak point is his lack of agility, so making him pay for missing a move is certainly good form. Try not to get too close as he can throw you easily from that range, but test the waters, try to mix up your attacks, and force him to make a mistake. He shares the big target syndrome that other large characters have, so pick a body part and go after it. You're bound to hit something sooner or later. Just don't spaz out, and you should be okay.

BEST ANTI-AIR ATTACK:

S 6, C 3, Big Towers, Big Typhoon (works well against incoming jumpers)

MOVES

BIG SNOW

←↙↓↘→ + ANY PUNCH

BIG TYPHOON

→↓↘ + ANY KICK

BIG TOWERS

↓ ↓ + 1 2 3

SUPER SPECIAL ATTACK

BIG FREEZER

← ↓ ↓ ↓ → + 1 2 3

THROWS

GROUND SLAM

← OR → + 2 OR 3

BIG SHAKE

→ ↓ ↓ + 2 OR 3

BIG BRUNCH

↓ ↓ ← + 5 OR 6

WINDMILL TOSS

← ↓ ↓ ↓ → ↗ ↗ + 5 OR 6

MISCELLANEOUS

- Sasquatch's crouching fierce (button 3) counts as a 2-hit auto combo if it connects.
- Sasquatch's jumping roundhouse (button 6) is really big, and can count as a 2-hit auto combo if it connects on the way down.
- Sasquatch's crouching short kick (button 4) causes him to hop forward slightly, and can be used in combos.
- Almost all of Sasquatch's dashing attacks must be blocked high, or they will hit and can be followed up or chained into combos.

COMBOS

C 2, C 2

S 2, S 5 or S 1

S 1, S 2, S 3 or C 6

C 1 or C 4, C 2, C 3 or C 6

S 1 or C 1, C 2, Drill Kick

J 6, C 1, C 2, Big Snow or Drill Kick

JON TALBAIN

Jon Talbain is a common Englishman who becomes a werewolf at night. With his furry powers he becomes quite a menace, possessing both agility and strength. Although he's not malicious, he can fight with the ferocity of an untamed beast when cornered. Approach him with caution!



FIGHTING AS TALBAIN

Talbain has a unique set of moves that allows him to be an effective fighter in both close quarters and at long range. He's built strangely in that he has long-range attacks, but is small enough to crouch under most projectiles! He possesses a no-charge flip kick and the Climb Laser, giving him total control over jumping opponents. On the ground, his Horizontal Beast Rush can be used to knock opponents off their feet. Even if it is blocked, Talbain still bounces a safe distance away, and can prevent incoming counterattacks with his Climb Laser. Mix up the use of these moves with his long-range strong (button 2), fierce (button 3), and roundhouse (button 6) attacks, and you're sure to have your opponent begging for mercy.

FIGHTING AGAINST TALBAIN

Although he's packed with offensive capabilities, his Climb Laser lacks range. Occasionally jump at him from medium distance in the hope that he'll throw out a Climb Laser that misses. If he does, you've found your opportunity to take him down. You must fight aggressively, forcing him to miss moves and make mistakes. If you can anticipate his Beast Rush attempts, foil them by throwing out your own special attack to counter it. He can't break out of the Beast Rush once it starts, so make him miss, then get into position and clobber him.

BEST ANTI-AIR ATTACK:

Climb Laser or C 6

AIR DOUBLE:

J 1, then any other standard air attack

MOVES

HORIZONTAL BEAST RUSH

↓↘→ + ANY PUNCH

DIAGONAL BEAST RUSH

→↓↘ + ANY PUNCH

AIR-TO-GROUND BEAST RUSH

↓↘→ + ANY PUNCH (IN AIR ONLY)

CLIMB LASER

↓↑ + ANY KICK

SUPER SPECIAL ATTACKS

HORIZONTAL BEAST CANNON

←↘↓↘→ + ANY PUNCH

AIR-TO-GROUND BEAST CANNON

↑↖←↘↓ + ANY PUNCH

RISEING BEAST CANNON

↓↘↗ + ANY PUNCH

THROWS

THROW 1

← OR → + 2 OR 3

ROLL AND TOSS

← OR → + 5 OR 6

WIND CIRCULAR

→↘↓↖← + 5 OR 6

AIR THROW

ANY DIRECTION EXCEPT ↑ + 2, 3, 5 OR 6

NOTE: TALBAIN'S **STANDING STRONG** (BUTTON 2) AND **FIERCE** (BUTTON 3) ATTACKS SWING OUT WITH AMAZING RANGE. HIS **CROUCHING ROUNDHOUSE** (BUTTON 6) SWEEPS FROM LONG DISTANCE, AND HIS **CROUCHING FIERCE** (BUTTON 3) HITS TWO TIMES IF THE OPPONENT IS STANDING CLOSE.

IF THE OPPONENT IS CLOSE ENOUGH, TALBAIN WILL GO RIGHT THROUGH THEM WHEN HE DASHES FORWARD.

COMBOS

C 4, S 3 or S 6

C 1, C 2, C 3 or C 6

C 4, C 5, C 6

S 4, S 5, C 6 or Beast Rush or Climb Laser

S 4, C 4, S 3

J 3 or J 6, C 1 or C 2, Beast Rush or Climb Laser

J 5, C 1, C 2, Beast Rush

RESIDENT EVIL

THE MONSTERS

- **Zombie** - With the Beretta, get within five steps, and aim for the head. Shoot until it falls (usually four to five times). Shoot low into its back once (that gets it up off the floor faster), and then one to three more times when it's walking again. When a puddle of red appears, you're cool. With the Shotgun, wait until it's up close, and one blast to the head takes it down. With the Colt, one blast to the head at any distance and it's down. Be absolutely sure a Zombie is actually dead before walking toward it. They do have a tendency to play dead and then latch on to your ankle. If one does, press the ACTION button to stomp its head.
- **Crows** - These things are harder to shoot than anything, so don't even bother. You know what they say, "He who learns to run away ..."
- **Cerberus** - These guys shuffle innocently, or spring and bite viciously. They generally turn in tight circles before and after attacking, so follow them around and run past them as they complete the circle to avoid teeth in your legs.
- **Hunter** - If it has its back toward you, walk up behind it fearlessly and shove it to the end of the hall, out of your way. Then run around its right side to avoid the leg swipe. If it turns toward you and jumps, fire up and aim for the head/torso to knock it back.

THE BASICS

- **RUN** in every step, don't walk! Only walk when approaching an enemy.
- Your ammo is extremely limited, and the undead don't give up easily. Try to avoid the creatures which are slow and in a fairly large area in order to save ammo.
- With the shotgun, try to corral Zombies and Cerberuses into roughly the same area. One shot hits everyone!
- If enemies get too close, too many attack at once, or you're in trouble at all, leave the room and come back to reset the enemies. However, unless you've killed them, any shots you fired into them will be wasted.
- Anytime the game asks if you want to discard a useless key, say "Yes."
- Be sure to keep **COMBINING** your ammo into your guns. It saves inventory space, and your life if you need to shoot quickly!

GAME WALKTHROUGH

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
1	N/A	Cinematic Sequence: The game begins in the Hall, where Chris hears a gunshot. You take control of Chris when he runs to and appears in the 1st Floor Dining Room.	None
2	Tea Room - Northwest door, West side of room.	You find a Zombie munching on your buddy, Kenneth, formerly of the Bravo team. The Zombie apparently prefers fresh fare to leftovers, so get ready to RUN!	None
3	Return to the Hall.	Everyone's gone. Jill's dropped her Beretta before making a hasty exit. EQUIP it.	Beretta
4	Return to the Tea Room	Kill the Zombie , and check Kenneth three times.	Two Clips
5	Terrace Passage - Hall, use the stairs, turn right, and go through the Southeast door.	Get the key next to the vase, just inside the door.	Small Key
6	Terrace - North door.	RUN to the maimed body at the end of the walkway and grab the Clip. Don't look at the body—just run back to the Terrace Passage door to avoid the incoming Crows . COMBINE the Clip with the other Clips.	Clip
7	2nd Floor Dining Room - Return to the 2nd F. Hall and go through the Northwest door.	Kill the Zombie on the left, next to the statue, then push the statue north. When you reach the hole in the banister, push the statue through the hole.	None
8	2nd F. Left Stairs - Northeast door.	Kill the three Zombies and go down the stairs.	None
9	Mansion Save Room - Downstairs, through the door to the immediate left of the stairs.	Cinematic Sequence: Meet Rebecca Chambers and her can of mace. She's really sorry though, and she'll help you from here on out. Get the Mansion Key on the Bed and examine it to find it's a Sword Key. Store your Combat Knife, Small Key, First Aid Spray, and if you have it, Special Key.	Mansion (Sword) Key
STORE: C. Knife, Small Key, Ink Ribbon			
10	Bar - upstairs, South door to 2nd F. Dining room, East door to 2nd F. Hall, down stairs to the 1st F. Hall, West door to Tea Room, and Northeast door.	Push the shelves behind and to the left of the piano, get the Music Notes, and use the Music Notes at the piano. Being a big, bad combat dude, Chris can't play. Cinematic Sequence: Rebecca to the rescue! Leave Rebecca to the concerto stuff and come back later.	Music Notes

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
11	Gallery - 1 st F. Dining Room to Hall, Southeast door.	Go to the red curtains and push the shelves to the left. Walk into the passage, around the Not Dead Zombie (don't waste your ammo) and check the bookshelves.	Ink Ribbon
12	1. Passage - East door	RUN as fast as your combat boots can carry you to the end of the hall, calmly ignoring the undead pooches springing through the window to clamp on your bones. There are two, known as Cerberus . Shooting these with the Beretta is a knee-slogger. If you get bit, just run around to the right and toward the door.	None
13	Passage	Eat the Green Herb in the corner if you need it.	Green Herb
14	Bathroom - Second door from the left facing North at the East end of the hall.	Go into the bathroom and unplug that lovely slime-filled bathtub.	Small Key
15	Back Passage - Door to the left of the West end of the hall.	Kill the two Zombies here and go through the first door to the right.	None
16	1 st F. Right Stairs - First door to the right.	Kill the Zombie , and go down the stairs. Pick up the Herb and use it, or carry it with you to store in the Item Box.	Herb

SAVE POINT

17	Room Under the Stairs - door to the Southeast	Pick up the Chemical. Store the Small Key, Chemical, and, if you're carrying it, Green Herb. If you want to save, retrieve the Ink Ribbon from the Item Box. Before leaving, be sure you have two empty spaces in your inventory.	Chemical
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STORE: Small Key, Green Herb, Chemical

18	Large Gallery - South door, then into Back Passage's South door in the West end of the hall.	Ignore the Crows sizing you up. Press the switches under the paintings in the following order: <i>Newborn Baby, Infant, Lively Boy, Young Man, Tired Middle-Aged Man, Bald-Looking Old Man</i> , and finally, <i>Give me the peace of death...</i> Be careful not to press the same switch twice in a row or stray from the formula or you may find yourself being chased by an angry flock of avian art critics. When successfully completed, the last painting falls away to reveal the Star Crest.	Star Crest
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STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
19	Roofed Passage - Back Passage, North door at end of hall straight ahead.	Yes, there's a Cerberus here. He's usually pretty docile and just pads around in a circle, leaving you plenty of room to run around him to the right. If he chases, just run to the end of the corner and quickly access the Crest panel, where you'll use the Star Crest. You'll want to leave him alone, because later on, he'll turn into a Hunter.	None
20	1 st F. Dining Room	Go to the fireplace and take the Emblem out of the wall.	Emblem
21	Box	Cinematic Sequence - Rebecca has mastered <i>Moonlight Sonata</i> . When the panel next to the piano opens up, run through to the Secret Room. Take the Gold Emblem and use the Emblem in its place.	Gold Emblem
22	1 st F. Dining Room	Use the Gold Emblem in the hole above the fireplace. Then get the Mansion Key from the wall next to the Grandfather Clock, and check it to see if it's a Shield Key. Remember that statue you smashed? It's down here now, and you need to get the Blue Jewel from the pile of ex-statue.	Mansion (Shield) Key, Blue Jewel
23	Mansion Save Room	Drop in here and store the Mansion (Shield) Key, and pick up the Chemical. You should have at least one open space in your inventory. Run back out and around the corner to either kill or ignore a Zombie , and then go through the East door.	Chemical from Item Box

STORE: Shield Key

24	F Passage - Run back out to the 1 st F. Stairs, and through East door.	If you still have ammo, take out the Zombies between you and the South door. Otherwise, do that Zombie waltz and try to avoid getting chomped.	None
25	Employee Room - South Door in F Passage	Take the Clip and COMBINE it with what you hopefully still have. Go around to the desk and try to take the book, being prepared to get behind the bed ASAP. Why? The Zombie in the closet thinks you look TASTY. You can take him out from behind the bed. Leave the book, and examine the wardrobe. Go out into the F Passage, and carefully approach the middle of the hallway. Blow away the Zombie hiding in the nook, and go through the door he was guarding.	Shells

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
26	Tiger Statue Room - F Passage, door in the middle.	Use the Blue Jewel on the Tiger Statue to reveal the Wind Crest.	Wind Crest
27	Greenhouse - F Passage, East door.	Use the Chemical in the old pump next to the door to kill the man-eating plant in the fountain. Don't touch the plant. When it keels over, examine the Southwest corner of the room. There are four Green Herbs and two Red Herbs. Leave them for now. Get the Mansion key in the wall behind the fountain and check it to find it's an Armor Key.	Mansion (Armor) Key
28	Mansion Save Room - F Passage to Northwest door, around hallway to stairs, downstairs.	Time to store some stuff! Drop the Beretta and Clips (trust me). Pick up a Small Key.	Small Key from Item Box

STORE: Beretta, Clips

29	Vacant Room - 1 st F. Left Stairs, Northeast end of hallway, South door.	The Armor Key opens the door to this room containing the Broken Shotgun. Leave the Clip, get the Shotgun, and unlock the desk with the Small Key to get the Shells. COMBINE the Shells.	Broken Shotgun
			Shells
30	Greenhouse-1 st F. Left Stairs, East door, end of hall to East door.	Pick up a Green Herb and Red Herb, and COMBINE them. Pick up the other Red Herb.	Two Red Herbs, four or less Green Herbs
31	Mansion Save Room - F Passage, Northwest door to 1 st F. Left Stairs, South door.	Quickly drop off the Mixed Herbs and Red Herb in the Item Box.	

STORE: Mixed Herb, Red Herb

32	Roofed Passage	Avoid the Cerberus and place the Wind Crest in the Crest Panel.	None
33	Trap Room - Back Passage, East door, First door.	Get the Shotgun on the wall, and use the Broken Shotgun in its place. Do not leave this room without having done this, or Chris will find a new meaning for the term two-dimensional. EQUIP the Shotgun.	Shotgun
34	Boiler - Passage, East door.	Only complete this step if your health is low! It usually takes three Shells to drop each Cerberus (there are two here), depending on how close you are. Use as many Green Herbs as you need to get healthy again, and then carry as many as you can.	Six Green Herbs

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
35	Room Under the Stairs - Passage, West door, Back Passage, North door, 1st F. Right Stairs, East door.	Store all of the Herbs, and get the Small Key. Also, grab the Beretta and Clips. If you played through the game already and want to use the ever-nifty "Special Key," grab it and leave the Clips.	Small Key, Beretta, Clips, Special Key from Item Box
STORE: Green Herbs			
36	"L" Passage - Back Passage, East door, Passage, South door.	There are those two pesky Cerberuses again—get 'em! For future reference, there's a Clip hidden under the North Shelf here.	Clip
37	Dressing Room - Southwest door, Gallery, West door, 1st F. Hall, Northeast door.	There's a Clip on the dresser here. Get close to the Zombie and introduce his head to one Shotgun blast. Then use the Small Key on the desk to liberate the Shells in the drawer. COMBINE them with the Shells in your inventory.	Shells
38	Wardrobe - East door.	If the Zombie in this room annoys you so much you can't just step around him, you know the drill. Search the Red Curtains for an Ink Ribbon. Now, if you have the Special Key, step into the Wardrobe's closet door, and examine the far left corner's clothes for a special surprise.	Clip, Ink Ribbon, two Herbs
39	"C" Passage - Upstairs, Northeast door.	Kill the two Zombies , and unlock the middle and south doors with the Armor Key, but don't go in.	None
40	Small Library - Northwest door.	Ignore the book on the table. Move on.	None
41	2nd F. Right Stairs - Northeast door.	Take down the two Zombies and unlock the South door, but don't go in.	None

SAVE POINT

42	Room Under the Stairs - Downstairs	It's time to give up the Beretta and Clips (if you have any) to the Item Box. IT'S TIME TO SAVE!!! Once you've done that, drop off the remaining Ink Ribbon, but pick up the Shield Key.	Shield Key from Item Box
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STORE: Beretta, Clips, Ink Ribbon

43	Deer Room - 2nd F. Right Stairs, Upstairs, middle door.	Discard the Armor Key and go inside to take on the Zombie .	None
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STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
44	Bedroom - West door.	Pick up the Shells on the corner of the bed to the right (it may take some hunting, but they're there). Pick up the Lighter on the dresser, but ignore the Red Herb on the floor.	Shells, Lighter
45	2nd F. Study - Deer Room, East door.	Go to the Cracked Bug Display and press the switch. When the Aquarium is drained, push it to the right, and then the bookshelf next to it to the right. Get the Shells, and then check the white lab coat hanging on the door for another Ink Ribbon.	Ink Ribbon, Shells
46	Armor Room - West door, Deer Room, North Door, 2nd F. Right Stairs, Southwest door, "C" Passage, Middle door.	Push the two Statues over the two vents and push the switch in the middle of the room to reveal the Sun Crest.	Sun Crest
47	Pillar Passage - "C" Passage to South door.	You can search Richard's body, but all you'll get is a clip. Without the Beretta, that's a waste of inventory space. Take one Herb now if you need it, and save one for after the Snake battle.	Two Green Herbs
48	Attic Entry - East door.	There's a Zombie hiding in the corridor to the left just waiting for you to amble by. Walk up slowly to lure it out and kill it.	None
49	Small Dining Room - corridor to left, Northeast door.	Light the Candelabra. Push the shelves on the right side of the room to the right and get the Shells in the hidden closet.	Shells
50	Attic - Attic Entry to East door.	Use the Shield Key to unlock the door, and discard it. There's a big snake in here guarding the Moon Crest, and it's you or the snake. Walk to the middle of the room. After the cinematic ends, walk slightly toward the back of the room and lure the snake toward the pole. As he starts to pass the pole, run past it so that the snake has to coil around it. Run into the northeast corner and grab the Moon Crest from the hole that the snake came out of. Then, quickly turn around and run back out the way you came in. You'll probably get bitten, but it's better than wasting a bunch of shells and still getting bitten. If you get stuck, keep blasting it until it scurries back into its hole. Before you leave, grab the Shells on the barrels. If Poisoned, go to Step 51. If not, Step 52.	Moon Crest, Shells

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
51	Mansion Save Room by way of the Pillar Room, "C" Passage, 2nd F. Hall, 2nd F. Dining Room, 2nd F. Left Stairs, Downstairs.	Grab the Serum off the shelf, and return to save our hero.	None
SAVE POINT			
52	Room Under the Stairs - Pillar Room, North door, "C" Passage, North Door, 2nd F. Right Stairs, Downstairs.	Save the Game, and drop off the remaining Ink Ribbon.	None
53	Roofed Passage - South door to Back Passage, South door.	Drop off the Sun and Moon Crests into the Crest Panel.	None
54	Store Room - North door.	Stand to the left of the Step Ladder and push it slightly toward the screen, and then all the way to the shelf on the opposite wall until you are able to reach the far right side of the shelf. Pick up the Crank, and then check it in your inventory to find that it is a Square Crank. Then check the barrel in the upper left corner and get the Small Key.	Small Key, Square Crank
55	Courtyard Garden - East door.	Try to wrangle at least two of the three Cerberuses here into the same area and then blast them. This saves ammo and time. Leave the Herbs (unless you need them, so use what you need). Pick up a Red Herb and Green Herb, COMBINE them, and then grab the other Red Herb.	Three Green Herbs, Two Blue Herbs, Two Red Herbs
56	Water Gate - North Gate.	Follow the path around to the pedestal with the Square Hole, and use the Square Crank. When the water drains, jump down and follow the path to the red ladder, and RUN along the path to avoid the snakes dropping out of the trees. Then use the elevator.	None
57	Falls - Down the elevator.	Take out the three Cerberuses .	None
58	Guardhouse Gate.	There are two more Cerberuses here.	Two Blue Herbs, Two Green Herbs
59	Guardhouse Entry - North door.	Push the Statue east and then south over the hole to cover the tentacle that could come out and grab you if you don't cover the hole.	None

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
60	Guardhouse Save Room - Southeast door at end of small corridor.	Drop off the Herbs, Square Crank, and the First Aid Spray from on top of the dresser.	None
STORE: Red Herb, Square Crank, and First Aid Spray			
61	Room 001 - Entry, North door.	The two Zombies in this room don't take well to shotgun blasts. Look in the cup in the corner of the room for the Small Key. Use it to get the Shells from the desk drawer, and then grab the Red Book from the bed.	Red Book, Small Key, Shells
62	Room 001 Bathroom - door next to room entrance.	Unplug yet another slime-infested tub and get the Control Room Key.	Control Room Key
63	Beehive Passage - Center Passage, Middle Door.	Find the Beehive in the corridor to the left. Grab the Dormitory Key underneath the Beehive and RUN back out to the Center Passage to ditch the angry bees. Examine the Key to find that it's the 002 Room Key. Go back in, and check out the numeric keypad next to the North door. The object to this puzzle is to turn on all the lights at once.	Room 002 Key
64	Drug Storehouse	Go in, get out.	None
65	Room 002 - Center Passage to North door.	Get the Shells from the desk, and ignore the Plant 42 Report. Push the shelves to the left against the wall, and the shelves to your right to the right.	None
66	Flooded Passage - Down the ladder.	Push the first two crates into the water. Then, push the third crate backward until it's partially in the last hall (you have to leave enough room to get around the crate). Walk to its other side, push it away from the wall, and push it back toward the water. Use the Green Herbs if you need them, but don't carry them. Then, proceed through the water.	Two Green Herbs
67	Water Tank - Double doors at end of hall.	Run to the right past the Nautilus (Sharks) and into the left of two adjacent doors.	None
68	Control Room	Flip the lever next to the light, and then press the red button on the opposite side of the room. Then RUN out the door and into the door to the right.	None
69	Arms Storehouse - (See last step).	Pick up the two Shells and Dormitory Key. Check the Key to find it's the 003 Room Key.	003 Room Key, Two Shells

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
70	Security Room - Water Tank, Northeast door.	Examine the box next to the Giant Root for a Small Key.	Small Key
71	Room 003	Use Red Book in the bookshelf. Get the V-Jolt Report and skip through the text quickly. Get the Ink Ribbon from the desk.	Ink Ribbon
SAVE POINT			
72	Guardhouse Save Room	Use First Aid spray or Herbs to get your health up to full. Pick up a Mixed Herb. Use the Ink Ribbon and save. Then store the remaining Ink Ribbon.	Mixed Herb from Item Box
STORE: Ink Ribbon			
73	Room 003	Go into the hidden door leading to the Giant Plant. Cinematic Sequence - Chris is either stricken with raw fear or extreme lameness as he wanders straight into the plant's grasp. Once again, it's up to Rebecca to save the day, so help guide her to save Chris.	None
74	Drug Storehouse	As Rebecca: Pick up the four empty bottles. Follow these steps: Fill a bottle with Water (equals 1). Fill a bottle with Umb 2. Combine these to get "3." Fill a bottle with Umb 4, and mix it with the "3" you just made to make "7." Fill a bottle with Umb 4, and another bottle with Umb 2. Combine these to make "6." Combine "6" and "7" to get "13," and then fill a bottle with 1, and another with Umb 2. Combine Umb 2 with 1 to make "3," and finally combine "3" and "13" to make "V-Jolt."	V-Jolt
75	Security Room (Water Tank)	Use the V-Jolt on the Giant Root and leave the room. As Chris: Chris is free again and ready to battle the Plant! To battle the Plant, shoot upward at it, move to the right, shoot upward at it again, move to the left. Stay close to the wall to remain far enough away that the Plant won't smack you. And the moving left and right is to avoid the falling plaster. When the plant gives up the ghost, get the Mansion Key from the fireplace and examine it to find it's a Helmet Key. If you've done well enough that you don't need to use the Mixed Herbs, store them on the way back past the Save Room.	Mansion (Helmet) Key

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
76	Center Passage	Cinematic Sequence - Rebecca then gives you a Radio. Wesker tells you to get back to the house and open more doors. Why not? Introduction: The Hunters! These guys seriously get on your nerves. Now, everywhere there was a Zombie or Cerberus, there's a Hunter. (Therefore, I shall no longer include it in the text.) They swipe fast with their claws, and they take loads of damage before falling down permanently. To the point, shoot once to knock 'em down, then RUN past 'em ASAP! See Strategy on Hunters. Also, from here on out, RUN through the "L" Passage to avoid the two Giant Spiders that drop from the ceiling.	None
77	Study - Get to the Roofed Passage, Back Passage, first door on the left.	Cinematic Sequence - Here comes the first Hunter hot on your trail. Be prepared to face right and fire your Shotgun once, then RUN to the first door on the left. Remember, you have to unlock the door, and then press the ACTION button AGAIN to get in. Don't let the hunter get a free swipe at you by doing this slowly. Press the switch on the desk to turn on some light, then take the Magnum Rounds from the desk and the Doom Book from the bookshelf. Open the Doom Book to get the Eagle Medal.	Magnum Rounds, Doom Book/ Eagle Shield
78	Room Under the Stairs - door to right of Study door, then the door next to stairway.	Wesker was kind enough to leave you Shells and First Aid Spray. Store the Spray and Eagle Shield, and get the Shells.	First Aid Spray, Shells
STORE: Eagle Shield, First Aid Spray			
79	Trophy Room - Upstairs, "C" Passage, 2nd F. Hall, 2nd F. Dining Room, 2nd F. Left Stairs, West door.	Get the Shells and Magnum rounds, and push the stairs under the Moose Head. Turn out the lights with the switch next to the door, and rip the Red Jewel out of the Moose's Head.	Shells, Magnum Rounds, Red Jewel
80	Tiger Statue Room - 2nd F. Left Stairs, Downstairs, Northeast door, Middle corridor door.	Use the Red Jewel in the Tiger Statue to reveal your new baby, the Colt Python. COMBINE your Magnum Rounds with it, and you now have the power to do Shotgun damage at long range.	Colt Python
SAVE POINT			

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
81	Mansion Save Room	Heal yourself. Use some Herbs or Spray, and carry a Mixed Herb or F. A. Spray. Now is a good time to retrieve another Ink Ribbon and Save, as things are going to get slightly hairier than they already are. Store any remaining Ink Ribbon.	None
STORE: Ink Ribbon			
82	Lesson Room Entry - Upstairs to 2nd F. Left Stairs, South door, 2nd F. Dining Room, East door, "C" Passage, North door, 2nd F. Right Stairs, Southeast door.	Discard the Helmet Key.	None
83	Lesson Room - West door	Attempt to play <i>Flight of the Bumblebee</i> on the piano. The snake appears again. This time, it's no holds barred! Shoot it until it turns into a big pile of purple moosh. Then, jump down into the dark hole in the floor. Use the F. A. Spray or Mixed Herb you brought and clear up that inventory space.	None
84	The Hole	Push the switch on the Tombstone and go down the ladder.	None
85	Underground Passage 1	The Zombies here are laughable at this point, really. Shells are nice, though.	Shells
86	Underground Passage 2 - West door	Two Zombies have finally broken down on the whole live food thing and just started munching on their pal. If you need Green Herbs, kill them. Otherwise, move on.	None
87	Underground Kitchen - Northwest door.	Get the Small Key on the counter and then shoot the Zombie on the floor in the back until he's definitely immobile. Try to go through the West door, and you'll find that one Zombie has mastered the art of opening doors. Simply back up and fire one shotgun blast.	Small Key
88	1st F. Elevator - Upstairs.	Unlock the door here and discover it's the East door in the Tea Room! But you want to use the Front Elevator in the Kitchen now.	None
89	Front Elevator - Downstairs, 1st F. Elevator.	Get rid of the three Zombies and use the Green Herbs here if you're hurting healthwise. Don't carry any, though.	Two Green Herbs, Two Blue Herbs
90	Shed - South door.	Get the Shells and the Battery.	Two Shells, One Battery

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
91	Library A - North door.	There are two Zombies here. Unlock the desk and take the Magnum Rounds. Ignore the Hidden Library and move on through the West door.	None
92	Library B - West door.	Push the switch on the wall to turn on the spotlight, and then push the Statue into it to reveal the Secret Chamber. You'll find the first of three Mo Disks.	Mo Disk

SAVE POINT

93	Mansion Save Room	Stash the Mo Disk, Colt Python, and Magnum Rounds, but pick up the Square Crank and a Mixed Herb. It may seem like it's too soon, but Save again.	Square Crank, from Item Box
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STORE: Mo Disk, Colt Python

94	Falls - Back Passage, Northwest door, Roofed Passage, Northeast door, Store Room, Guardhouse Gate, Southeast door	Use the Battery and go up the fixed elevator.	None
95	Water Gate	Use the Square Crank in the Crank Hole to fill the path with water again. Go down the elevator again.	None
96	Falls	There aren't any falls anymore, so explore the new Passage. Use the Ladder.	None
97	Branch Passage - East door	Pick up the Flamethrower, but don't use it just yet. It eats fuel pretty fast.	Flamethrower
98	Darkness Passage - North door.	Get the Shells, but leave the First Aid for the trip back around.	Shells
99	Enrico Room - South Door	Cinematic Sequence: Is Enrico jealous about the Leather Jacket or is something really going on here? Hmmin... anyway, it's time to fry some Hunters with the Flamethrower. They'll fall down shortly. Turn the corner and pick up the Crank, which becomes a Hex Crank when closely observed.	Hex Crank
100	Ladder Passage	Return the empty Flamethrower to its resting place to unlock the door. Walk to the hole on the West side of the passage and use the Hex Crank. If you're running low on health, get that First Aid Spray now!	None

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
101	Rock Passage	Get the next Flamethrower and run toward the big boulder at the end of the hall. Run away so it will want to chase you and run into the area where you picked the Flamethrower up. Then go flame the Hunter who appears where the Boulder was minding its own business before you taunted it. Leave the Magnum Rounds in the wall.	Flamethrower, Magnum Rounds
102	Spider Boss Room - Through the new hole in the wall.	Try to continuously run to the Spider's back and flame it or Shotgun it. If you stand in front of the Spider, it spits venom at you, causing massive damage and frustration. Use the Mixed Herbs to stay alive during the fight. When it finally passes out, run out the door and back in again to avoid the baby spider swarm. Return the Flamethrower, pick up those Magnum Rounds, and come back to this room. Search the left corner of the room for a wimpy Combat Knife, and then use it to cut through the webs to the door.	None
SAVE POINT			
103	Underground Save Room - South Door, Straight Passage, East door.	Drop the Combat Knife and Square Crank, then Store the First Aid spray (or use it if you need it).	First Aid Spray, Ink Ribbon
104	Crank Passage	Use the Flamethrower to open the door. Run up to and away from the boulder again. For some reason, these boulders have a problem with you, so you're gonna have to dodge the same way again into the hole in the wall. At the end of the passage you'll find the second Mo Disk and Map. Ignore the map. Use the Hex Crank in the hole twice.	Mo Disk
105	Item Passage	Push the Statue until it rests exactly between the hexagonal hole and the wall. Use the Hex Crank in the hole to push the Statue away from the wall, then retract it again. Push the Statue over the plate in the ground and pick up Doom Book 2. Examine the Book to get the Wolf Medal.	Wolf Medal
106	Underground Save Room	Stash the Hex Crank and Mo Disk, but pick up the Eagle Medal and the ever-popular Colt Python.	Eagle Medal and Colt Python from the Item Box

STORE: Hex Crank, Mo Disk 2

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
108	Fountain - Elevator from Crank Passage.	Place the Wolf and Eagle Medals in the holes to either side of the fountain. Pick up as many Herbs as you can.	Two Green Herbs, Two Blue Herbs.
109	Ladder Room - Down the ladder.	Store the Herbs, pick up the other Mo disk.	None

STORE: Herbs

110	Stairs - South door.	Eliminate the three Zombies , and pick up the third and final Mo Disk from the desk in the corner.	Mo disk 3
111	"O" Passage - Downstairs.	There are four shameless exhibitionist Zombies running around in this passage, and they like to hog the whole hallway while swaying hither and yon. Not to mention that they don't always have the decency to remain dead once you've shot them: dead and you return to the same area. Shoot only if you absolutely have to.	None
112	Small Lab - North door.	Turn the computer on and log in as "JOHN". The Password is "ADA". Shut down floor B2 with the password "MOLE". Then shut down floor B3 to unlock the North door in the Double Lock.	None
113	Private Room A - North door in Double Lock.	If you get at least three of the four Zombies coming at you and use the shotgun, you save ammo and time by firing upward and decapitating three in one shot. Use the Mo Disk on the Pass Code Machine to get Pass code 01.	None
114	Conference Room - Upstairs, Floor B2. Northwest door.	Open the panel in the corner and get the Lab Key.	Lab Key
115	Elevator Entry - East door of "O" Passage.	Toss the Lab Key and ax the three Zombies .	None

SAVE POINT

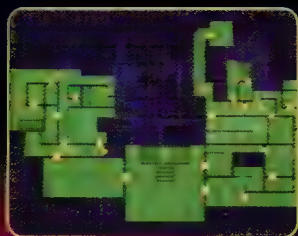
116	Lab Save Room - East door.	Get the Magnum Rounds and Ink Ribbon from the shelves, then save the game and store the Ink Ribbon. Pick up the other Mo disks.	Magnum Rounds, Ink Ribbon
117	Mortuary - West door.	Take the Shells, and follow these instructions carefully: Push the step ladder to the right and back until it's nearly even with the desk. Push the left crate over the right vent. Push the right crate up and over the left vent. Push the step ladder over the switch. Climb up into the Air Shaft.	Shells

STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
118	Second Mortuary - Air Shaft.	Use a Mo Disk on the Pass Code Machine to get Pass Code 02, and pick up the Magnum Rounds from the shelf. Leave through the door.	Magnum Rounds
119	Maze A - Elevator door, South door.	Run to the Southwest corner and turn on the power panel, being careful to dodge the creatures hanging from the ceiling and swiping at you. Don't even try to shoot them—that's hopeless. When the power's restored, run Northeast and then South to the door.	None
120	Maze B - Southeast door.	Run to the Southeast corner and use the third Mo Disk for Pass Code 03. Then run to the Southwest door and enter.	None
121	Power Room - Southwest door.	Use the terminal to restore power to the Elevator. Then run back through to the North door, Northeast door, and then North to the West door.	None
122	Double Lock	Enter the Passcodes.	None
123	Escape Entry	Press the switch and trusty Rebecca shows up to "escort" you to Floor B4.	None
124	Tyrant Room Entry	Cinematic Sequence: Wesker turns out to be pretty evil. After shooting poor little Rebecca, he drags you into the Tyrant Room to show off the newest and ugliest creation of all. Too bad the Tyrant hasn't been programmed to not kill weasels from his own team. This battle involves a lot of—you guessed it—Running! Arm yourself with the Colt—it shoots faster and more accurately. Run Clockwise around the room, stopping once at each end to fire twice into the Tyrant. This takes 12 shots, but it's better than going the route of the Spam-like Wesker. Run to the computer, being careful not to slip in Wesker guts, and unlock the door. Thanks to that cute, little Bullet Proof Vest, Rebecca is happy and healthy enough to say "Chris!" for the umpteenth time. As you pass through the "O" Passage, you may notice that the Zombies have, shall we say, morphed into the nasty, icky claw creatures from the maze. Run!	None
125	Floor B3	Rebecca's off and running to blow the whole place up.	None
126	Lab Save Room	This is it, your LAST SAVE! Grab any First Aid Sprays and Mixed Herbs you can, but leave one space open in your inventory!	None

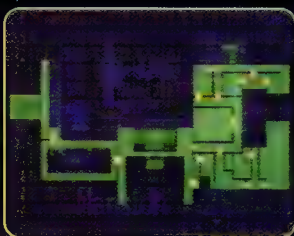
STEP #:	GO TO:	DESCRIPTION:	OBJECTS:
127	Cell Entry	Set Jill free for a touching moment and a hug.	None
128	Floor B1	Take the Elevator to the Heliport. Run through the passage as Brad sends an incoherent message about landing somewhere. Grab the Battery and leave the women fending off baddies as you run to the Elevator to catch Brad.	None
129	Heliport	Quickly, search the crate next to the Elevator for the flare and then stand out near the center of the landing site and use it. It quickly becomes apparent that all is not well, especially when the big, scary thing jumps through the floor and tries to impale you on its four-foot razor-like arm. Don't stand against any of the walls, but stay close to a wall at all times. Stand still, and wait for the Tyrant to charge toward you. As he approaches, run in a perpendicular path to avoid his claw swipe. Sometimes, the Tyrant will forcefully push you aside, but you won't take that much damage, and should have a couple of herbs or other such items to help keep you alive. After waiting for about one and a half minutes, Brad drops a Rocket Launcher onto the Helicopter landing marker for you. Lure the monster away from the middle of the area one last time, then make a mad dash for it and equip it. Size up the Tyrant, and shoot one missile right down its ugly throat at it as it brainlessly charges toward you. That's it! The game's over! Save the game, reload it, and you'll be able to play back through and kill everyone with the infinite rocket launcher!	None

ALTERNATE ENDINGS

ENDING RATING:	WITH CHRIS:	WITH JILL:
Good	Rescues Jill and Rebecca	Saves Barry and Chris
Okay	Saves Rebecca, leaves Jill in Cell	Rescues Barry, leaves Chris in Cell
Bad	Jill and Rebecca get blown up	Barry and Chris are goners



Mansion (Downstairs)



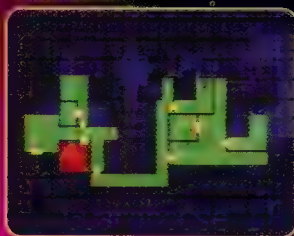
Mansion (Upstairs)



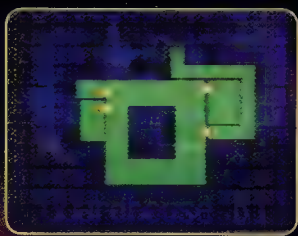
Courtyard (First Floor)



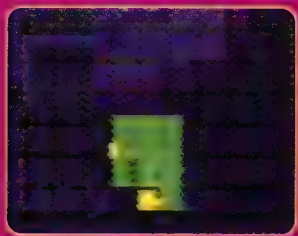
Courtyard (Basement)



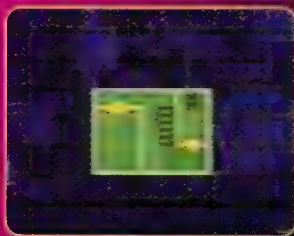
Guardhouse (First Floor)



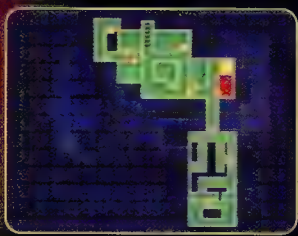
Guardhouse (Basement)



Laboratory (B1)



Laboratory (B2)



Laboratory (B3)



Laboratory (B4)

ALIEN TRILOGY

At a glance, this game looks very much like an Alien Doom Wad. But after playing one level, you'll see the difference. Ammo is limited and most enemies take WAY more damage than your average undead soldier. Charging around gun first will get you mobbed by a bunch of Facehuggers, Warriors, and other nasties. You need to go slowly and explore, not only to find the secrets, but to complete each mission. The levels are not timed.

WARNING: *THIS GAME IS MORE INTENSE THAN DOOM. NOT TO MENTION THAT THE CREEPY FACTOR IS TRIPLED!*

LV426 COLONY COMPLEX (SECTION ONE)

You're the scout for the Marines. You need to clear out all of the Colonists and blast all Xenomorphs found. "Why am I clearing out aliens and barricades for the Marines?" you may ask. I'm still trying to figure that one out. Either they're complete wusses, or they're running late saving another planet. But anyway, clear out all infestations so they can secure the area from Xenomorph dust bunnies or something.

PRISON (SECTION TWO)

The Prison is most definitely a bare bones outfit, which has been neglected by the Company and left to rot. The prisoners on the planet have kept alive by banding together and maintaining a very shaky social structure. Lucky for them, you show up packing several Alien stowaways.

DERELICT SPACESHIP

(SECTION THREE)

Here you're down to the nitty-gritty. You must find The Queen. That is, in fact, THE QUEEN. And this is a BIG SHIP (pretty awesome looking too). Good Luck!

CHEATS

Whoever said that cheaters never prosper obviously never tried to blow up a Synthetic with a Pulse Rifle before.

1) On the Password Screen, enter the following code:

1G0TP1NK8C1DB00TSON and select "Accept".

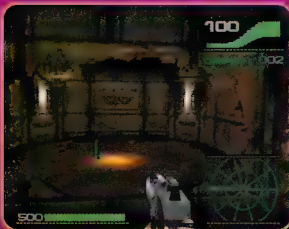
When it says "Cheats Activated", select "Quit". (Be sure not to press "Accept" after it says "Cheats Activated", or it nulls the code.) Cheats will be on the Main Menu (under Start and Options). Select that, and you have the power to be invulnerable, have all of the weapons, and unlimited ammo. Switch to NTSC mode, and pick your level (to do this, just select the level; select "Exit", and then "Start" on the Title Screen). Another Cheat Mode advantage is that the Reload Ammo levels are no longer timed, so you can explore all day and get everything. I should also mention that once this is activated, you can return to the Password Screen and enter the code to any level you want to access (Cheat code or real code), and the cheat will be active during gameplay.

2) On the Password Screen, enter the following code:

00LVL (Enter the level number in place of the underscores) and select "Accept".

When it says "Cheats Activated", select "Exit", and then "Start" on the Title Screen. If you use the Unlimited Ammo Cheat, you'll find that Grenades and Seismic Charges work mighty nicely on Warriors and Synthetics.

NOTE: IF YOU USE THE CHEAT, YOU DON'T GET TO SEE THE ENDING.



GUNS AND AMMO

Use the 9mm Gun on Facehuggers, Soldiers, and Colonists—ammo is limited and 9mm Clips are abundant.

Keep your distance. Whenever firing a grenade or seismic charge toward a weak wall, be sure to stand back as soon as you fire, or you'll take damage.

Blow out the weak walls in the reload ammo levels with the seismic charges. There's a limited number of charges, so use them wisely and always back up to avoid damage from the impact. There are usually some great goodies within the weak walls.

Use the Smart bomb technique. If you've got a spare grenade or seismic charge and find yourself overwhelmed, one of those puppies can usually take out most, if not all, of the swarm.

MOVEMENT

The Auto-Mapper may seem useless, but after the first level, it becomes essential to finding the secret stuff. This feature displays every location in the area where there's a door (green line), activatable or shootable door (blue line), or object. Keep in mind, though, that the Auto-Mapper doesn't always show every secret.



Find the hidden enemies. Don't panic if the Tracker shows a blip in your vicinity, but you can't find the enemy. It's probably around the corner or on the other side of a wall. Sometimes this helps to point out the secret areas where enemies are hiding.

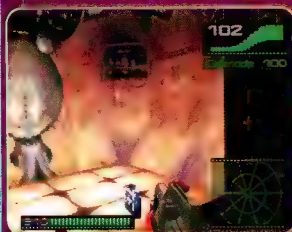
Don't charge in gung-ho anywhere (except the ammo reload levels)—especially at the beginning of a level. Creep out and check the area carefully.

Red light means activate. Anytime you find a control panel with flashing red lights, it needs to be activated in order to operate a door or elevator elsewhere. They either activate, or need a battery to work. If you activate a control panel that turns red shortly after being operated, check around quickly to find the lift or elevator you activated, because the activation is only temporary.

Steam is a bad thing. so don't walk into it. Instead, wait to see if it dissipates momentarily, and then go through.

Draw the enemy out gradually. Whenever entering a new area, if nothing runs out immediately, walk just inside the new area, and back out immediately. It's much easier to draw out one enemy at a time than to be swarmed (a.k.a.: kiss your combat boots good-bye!)

Looking up or down can be a great advantage, especially when you find that Aliens can crawl across the ceiling. Using this technique enables you to fire your weapon over a wall, or to inspect the terrain below before you walk off a ledge. Press L2 and the "O" button to look up, and L2 and the Triangle button to look down.



Expect them where you least expect them. Any mission that involves finding ID Tags means that the Aliens can be hiding in lockers, on desks, or even on the infected soldier trying to shoot you. Leave no computer panel unblown!

Cryptotube contents will vary. Inside these tubes, you will find three general categories of items: goodies, nothing, or best of all, a Chestbuster. Open them by activating the far end, which resembles a computer readout panel, and then step back and wait, finger on the trigger.

Walk through fake walls. In the Third Section of the game, on the Ship, many walls are fake and can simply be walked through. The catch is that the Aliens can do the same thing.

BATTLE STRATEGY

Never stand too close to an exploding alien. That isn't a best-selling novel—it's a good piece of advice. Acid spray hurts. And no, that's not a bumpersticker—it's a fact.

Avoid the acid puddles left over by dead aliens. Your feet don't take kindly to being melted.

Opening any door agitates all Aliens. Run backward and keep your finger on the FIRE button, giving you a large safety buffer to attack any aliens that may advance toward you.

Prepare to move after the kill. If you manage to destroy an Alien while it's on a slope or stairs, be ready to step aside when it slides down, or your feet will fry.

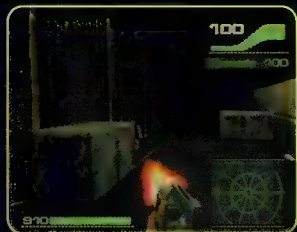
Snipe at the Aliens. If you find a large barrier of boxes with an enemy behind it, stick the barrel of your gun between the cracks (slightly horizontally away from the boxes) and shoot any enemies that may be loitering. They aren't smart enough to move—and you're thoroughly protected by the boxes.

Aim carefully and shoot with a purpose. If you come to an area with several boxes and explosives huddled together, shoot the boxes individually and avoid shooting the barrels. This gives you time to pick off Facehuggers one at a time.

Stage the fight on level ground. For some unknown reason, it's tough to hit anything while on stairs. The solution is to back up until you're on level ground, wait for whatever it is to join you at gun level, then fire, back up quickly, and continue firing. When you get more familiar with the controls, you can use the Up and Down motions to shoot at varying vertical angles.

Deal effectively with a swarm. The wise thing to do in this situation is to lead one or two of the enemies to the nearest empty area where you have a lot of walking room and take them out one at a time. In later levels, you'll be swarmed immediately. In these acidic situations, it's good to step back into the elevator, let the door shut, aim, open the door, shoot, and repeat.

Don't break the glass. In a room with the enclosed glass offices, be careful not to shoot anything except the enemies, as the glass does break out and gives the enemies a chance to storm you. (And let me tell you, a herd of storming Facehuggers ain't pretty.)



ENEMIES

After you've cleared an area of enemies, don't be so sure there won't be any more at a later time. "Of course not, if I'm opening doors and activating control panels!" you may say. But then I would reply, "I swear, after all doors have been opened, all enemies shot, and all control panels activated, even if you can leave the level... if you go back through, there will be a few more." Don't ask why, I'm still wondering myself.

ADULT DOG ALIEN

These guys like to run across the ceiling or the floor and scare the beejeezus out of you. If it's on the ceiling, run away quickly until it's sufficiently out of range, then aim up and fire with the Pulse Rifle until it turns into a satisfying green splat on the floor. It may take a little running around until you peg the sucker, but it's worth it! If it's on the floor, you know the drill.



ALIEN EGG

This big omelette hatches a Facehugger if you don't shoot it immediately. Flamethrowers work the best until you get the Pulse Rifle and Smart Gun. (Smart Guns can shoot three eggs at once—they're awesome!)

ALIEN HANDLER

These guys are pretty wimpy. Just use anything bigger than your 9mm and you're in good shape. Try to stay out of the way of their gun fire and remember that surprise is the best tactic.

CHESTBURSTER

These miserable little pukes operate basically the same way the Facehuggers do. The difference is, they seem to move faster. Use the same strategy, but if you can, it's advisable to use the shotgun instead of the 9mm—it gets the job done quicker.

FACEHUGGER

There's nothing more annoying in this game than the dreaded little Facehuggers. Just when you think you've killed one, it's crawling up your legs toward your face. Sometimes they even pop out of the walls and don't give your Tracker a chance to detect it. If you try to stand still or walk and shoot at it when it's within a certain distance, I guarantee that it WILL jump up onto you anyway, because it's running and you're too slow. It also tries to run around you and attack your back so you don't know it's there until it's too late. The best strategy is to run away from the dot until it's barely out of sight, and then turn to face it. (Don't worry, they ALWAYS come back to you). When it's running at you, it's toast. This goes for Chestbusters as well.

QUEEN

There are three of these mean mama-jammies. Take a look at the boss strategy for specifics.

SECURITY GUARD

Security guards can be taken out almost instantly by a face-to-face shotgun blast or fire. They only attack with a 9mm and always drop clips, making them not so much a threat, but annoying nonetheless.

SOLDIER

He's a big guy with a really big gun, but still much easier to blow up than your average Adult Dog Alien—even a Shotgun takes this one down.

SYNTHETIC

Welcome to Synthetic hell! Remember those Grenades you (hopefully) found? Introduce them to a Synthetic's face. Firing bullets of any kind into its body all day won't bring it down. It seems that only Grenades or Seismic Charges are the answer.

WARRIOR

When Alien Warriors approach, do not turn around. Instead, tap the Run button and continuously move back, while being careful to aim accurately. They will try to circle around to your back and attack, but never do get the chance if you continue to back up. Also, continuously backing up keeps you clear of the dangerous acid spray the Alien emits on its way down.

YOUNG DOG ALIEN

Maybe it's just me, but these aliens are pretty easy to deal with. They just trot right up to you, as if to wag a tail and say "hil." They're pretty slow and no match for the Pulse Rifle.

THE BOSSES

ALIEN QUEEN 1

The first thing you need to do is equip the flamethrower and carefully move across the floor using short bursts to burn the eggs. (If you try to avoid doing anything to the eggs, you'll find hundreds of Facehuggers constantly getting in your way. Bad idea!) Eventually, she'll tear away from her egg tube so she can royally kick your butt.

Run along the wall until you come to a ramp that runs the perimeter of the room. Walk up this ramp and follow it around until it ends—right next to her discarded egg tube. Wait for her to approach, and then nail her with the Pulse Rifle!

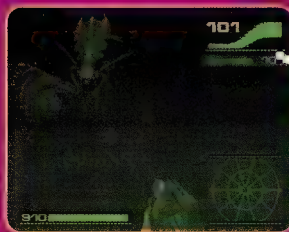
As you're shooting her and she goes into her "You got me!" hand-over-chest animation, use all Seismic Charges or Grenades you may have simultaneously. If you stop shooting and try to fire, she'll most likely move away—she's pretty fast. It takes some patience, but you'll eventually wear her down. It's nice and cozy on that ramp. If she tries to snuggle, just step back a pace or two and you'll be out of reach.



ALIEN QUEEN 2

Once again, the first thing you need to do is equip a gun—this time, the Pulse Rifle. You don't need to be so sneaky, though, because the eggs are spread out a little farther. The down side to this fight is that there is no cozy ledge to stand on. This time it's man versus Xenomorph, running around the arena.

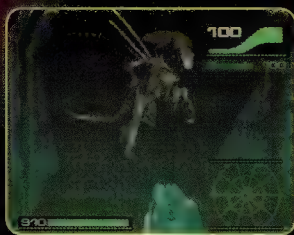
Use the same shooting/grenade firing tactic mentioned in the first fight. But this time, run way ahead of her, turn and fire, then run way ahead again, etc. She won't attack until you get real close or shoot her.



ALIEN QUEEN 3

This is the coolest fight! Not only because the tunnels surrounding the Queen's chamber are loaded with goodies, but also because Alien Queen 3 can't fit in the tunnels!

The strategy here is mind-numbingly simple. Get rid of all the eggs and Facehuggers, shoot the Queen to get her mobile, and run to one of the tunnel's entrances. Stand in it and be patient. Each time she charges, shoot continuous rounds of Pulse Rifle. When she's caught by that, fire a Grenade or Seismic Charge. Piece of cake!



NFL GAMEDAY

NFL Gameday is an impressive first-time football effort from the Sony Sports Team, and is by far the best football game on the market today for any home-console. Featuring incredibly smooth motion-capture graphics, updated team rosters with rookies, player substitutions, onfield injury reports, complete player stats, Season and Playoff modes, and four different camera views, this one has it all. Fans of the Gridiron grind have never had it so good!

OFFENSE

Any football player knows the only way to consistently win games is to score. Here are some tips that are guaranteed to consistently put points on the board.

GENERAL TIPS

Mix up the calls. While you may discover that some plays work effectively most of the time, a predictable offensive attack can be easily defended. Therefore, it is important to utilize a balanced attack that features a combination of running and passing plays. This will keep your opponent guessing, and require more concentration to defend against.

Take advantage of the Turbo button. Unlike some football games, Gameday allows you to regenerate your turbo energy as a play occurs. When your player's cursor is yellow, you will be able to use the Turbo boost. As the play continues, repeatedly press the Turbo button each time the yellow cursor regenerates and you'll receive an extra burst of speed that could be the difference in gaining crucial extra yards.

RUSHING PLAYS

Running is the key element to ball control and clock management. A team that effectively runs the ball can consistently gain yardage while wearing down the opposing defense. The key to success is to follow your blockers, and use the speed burst to break through tight holes.

The Sweep is perhaps the premiere running play in the game, particularly the Pro Set Sweep. On the hand-off, break for the outside corner with a speed burst and you'll consistently rack up good yardage. Quite often, you'll even be able to break a long run for a touchdown.



Goal Line formation plays work well if you prefer to take it up the middle, because they pack your offensive lineman and tight ends along the line. On the snap, take a few seconds to allow your blockers to open some holes, then attempt to break through for big gains. At worst, these plays are often good for at least three to four yards each time.

Use the Spin and Straight-arm techniques to break tackles while on the run.

Diving is also an essential skill to utilize, as it will often allow you to gain as much as four extra yards at the end of a play. This is also an effective tool to employ when you're faced with a goal line situation.



PASSING

Passing is probably the most graceful part of football, as it requires a lot of skill and accuracy. To be truly successful in the pass game, the user must learn the timing of each pattern and experiment when to deliver the ball. It is also important to realize what type of pass is the best for a given situation. To drop the ball over the top, simply tap the Pass button; or hold the Pass Button longer to deliver a quicker, sharper pass.

Man-in-motion plays are a great way of confusing the defense and crossing up the defenders in coverage. Once the receiver has the ball in his grasp, immediately employ the speed burst to break for a long scoring play.



Out patterns are the most successful passing plays. As the play develops, let your receiver hit the point of the cut and then deliver the ball for a nice gain. Perhaps the single most effective pass play is the Rollout. With some practice, you will usually be able to hit the main receiver (the Square target) for gains of fifteen to twenty yards each time. Two more useful Out plays are the Quick Out and Slot Out which allow the offense to rapidly strike for consistent results.

Dumping off the ball to a backfield receiver is another important aspect to passing. In the hands of a speedy back, almost anything is possible. Run the Big Den or Weak Screen out of the I Formation to confuse and frustrate opposing defenses.

Call an audible if you don't like the defensive formation you see, and force the defense to change up as well. To be effective, you must preset a variety of different types of passes, so that you'll be prepared for any tricks your opponents have up their sleeves. For instance, calling an audible for a long pass when the defense is set for short yardage may yield big results for the offense.

DEFENSE

Most coaches would say that defense is the key element to success. In Gameday, defense will make the difference between a win or a loss for you. It's just a matter of how you play it.

Play the percentages. If your opponent needs a short gain, don't defend against the long pass. Likewise, if your opponent needs to look long, it doesn't make sense to pack the defense in. Be smart and aggressive, and you'll stop the most imposing offenses.





The 3-4 and 4-3 formations work best for containing the run. They can leave you susceptible to the big pass though, so limit their use to short yardage situations.

The Nickel or Dime formations are the best way to defend medium to long passing plays, and will put extra pressure on the quarterback.

Play as a Defensive Lineman. This is fun, and offers the user a number of techniques to con-

found the offensive guards who are trying to hold you back. The Rip or Spin techniques should be used repeatedly to allow you to beat a defender and put maximum pressure on the quarterback. Remember that the faster the offense is forced to react, the greater the chances that they'll make a mistake.

Read the offense. Linebacker is the premiere position on the field in this category. Pull back a little and read the play before committing yourself to one of your own. Also, always try to hit guys head on to promote fumbles.

Force the turnovers. This is the most important skill to master on defense. Often, when a receiver attempts to catch a pass, the ball can be jarred loose, resulting in a tip that can be intercepted. Instead of sticking close to a receiver in man-to-man defense, allow the receiver to touch the ball, then perform a diving tackle that will knock the ball loose and allow the defense to recover.



SPECIAL TEAMS

This is sometimes forgotten; however, special teams can often change the tide of a game very quickly.

The kickoff: Angle the kick to a corner, select a fast player, and dive into the ball carrier. Quite often this technique will result in a fumble.

Returning the ball: Wait to use the speed burst until a few tacklers get close to you. This will allow your player to break their tackles and gain some more yards. If you can, head for the sidelines. With a few good blocks, you may be able to avoid enough defenders to break free for a big score.



THE CONTENDERS

Here's a look at the toughest teams in the game:

DALLAS COWBOYS

Troy Aikman is the leader of the most well-balanced team in the game. On offense, the run game is almost impossible to stop because of Emmitt Smith and the down field blocking he has at his disposal. You can't just key on Emmitt, though, because Michael Irvin and Kevin Williams can beat any defenders one-on-one. The defense is no slouch either, as pro-bowlers abound at every position.

SAN FRANCISCO 49ERS

With Steve Young, Jerry Rice, and Brent Jones, SF features the deadliest passing game around. Their running game is only mediocre, but the backs can also be used effectively as receivers. Defensively, the 49ers are stocked with talent. Their linebacking core is tough, and their secondary is itching to prove themselves. Can they overcome the powerful Cowboys?

GREEN BAY PACKERS

One of the true up-and-coming teams is the Green Bay Packers. The offense is run by the rapidly improving Brett Favre and the receiving tandem of Bill Brooks and Mark Ingram, while Edgar Bennett leads the rushing attack. The defense ranks among the strongest in the league and features the sack-happy Reggie White. There's not a lot of big names here, but they are quite capable of competing with the very best.

KANSAS CITY CHIEFS

The Chiefs may have the most balanced group of players in the game. While Steve Bono is no superstar, he is efficient and competent. Perhaps the biggest weapon in their arsenal is the multi-talented Marcus Allen, who is equally dangerous on the ground or catching passes out of the backfield. As for the defense, Derrick Thomas and Neil Smith are among the most respected and capable players at their respective positions. They lead a strong unit that's capable of forcing a number of turnovers.

MIAMI DOLPHINS

The Dolphins' fortunes ride on the strong arm of Dan Marino and the potent offensive attack he guides. His favorite targets include Irving Fryar, Keith Byars, and Erik Green. Bernie Parmalee and Terry Kirby provide adequate support on the ground. As always, the main flaw of Miami is the defense. Bryan Cox, Troy Vincent, and Marco Coleman are the most talented players in an inconsistent group. The Dolphins are guaranteed to participate in a fair share of exciting shootouts.

SECRET CODES

For a little change of pace, go to the Password Screen, and enter the following codes:

CRUNCH.TIME

CAUSES BIGGER HITS ON DEFENSE

OFFENSE

A HIGH-POWERED OFFENSE

DEFENSE

A SOUPED-UP DEFENSE

URNOTREDE

A VERY DIFFICULT CPU

BIG.BOYS

EXTRA-LARGE PLAYERS

SKELETON

BONEHEADS VS. REAPERS GAME

JUICE

EXTRA FAST SPEED BURST

PICK.CITY

EASIER INTERCEPTIONS

STICKUM

EASIER CATCHES

CANNON.ARM

BETTER PASSING SKILLS

MAYHEM

MORE INJURIES

STERIODS

STRONGER PLAYERS

NFL GAMEDAY

STREET FIGHTER ALPHA

Capcom breathes new life into the most popular fighting game of all time with *Street Fighter Alpha*. Dating back to the time between the first and second *Street Fighter* championships, Alpha presents the characters as they were during that time span. Most fans of the series will recognize Ryu, Ken, Chun Li, Sagat, and M. Bison. At first glance, Charlie looks like Guile, whom he shares many similarities with. Returning from the first *Street Fighter* game are Adon and Birdie. New additions to the list include some other familiar faces, like Sodom and Guy from the *Final Fight* series. Entering the contest for the first time are Rose and Dan. There are now a total of 13 characters in *Street Fighter Alpha*.

LEGEND

The following abbreviations and terms are used throughout this section:

BUTTONS

- 1 = Jab Punch
- 2 = Strong Punch
- 3 = Fierce Punch
- 4 = Short Kick
- 5 = Forward Kick

To execute a move, press the designated button immediately after the end of the Directional Pad (D-pad) motion.

For example, Ryu's Dragon Punch using button 1 only swings slightly out and upward. However, the same move using button 3 swings much further out and upward. The result (in this case) is that a missed move with a fierce punch places Ryu in a far worse position than missing the same move using a jab punch. The same theory applies for almost any other special move, including projectiles. The only moves not entirely susceptible to this trade-off are Super Special moves, which usually push the opponent far enough back that counterattacks are extremely difficult to land.

MOVE ABBREVIATIONS

These abbreviations appear in front of each move in a combo.

ABBREVIATION:	WHAT IT MEANS:
S	Standing attack
C	Crouching attack
J	Jumping or Airborn attack
U	Cross-up attack

NOTE: A CROSS-UP ATTACK IS ONE THAT HITS THE OPPONENT IN THE BACK OF THE HEAD/TORSO AS YOUR CHARACTER JUMPS OVER THEM. USUALLY VERY NASTY AND DIFFICULT TO ANTICIPATE OR BLOCK. IF YOU ARE BLOCKING NORMALLY WHEN YOUR OPPONENT EXECUTES A CROSS-UP ATTACK AND YOU GET HIT, YOU'RE BLOCKING THE WRONG WAY. YOU MUST ACTUALLY PUSH TOWARD THE OPPONENT, BECAUSE YOU WILL SWITCH AROUND AS THE CHARACTER PASSES OVER YOU.

THE SUPER METER

Each character has a Super Meter, which increases each time that character performs any move, is hit by any move, or hits their opponent with any move. The Super Meter can fill up to three levels high (only one level if using Auto Blocking). You can choose to deplete your entire Super Meter with one Level 2 or Level 3 Super Combo, or use it in smaller chunks with multiple Level 1 Super Combos or Alpha Counters.

NOTE: YELLOW ARROWS INDICATE THAT YOU MUST "CHARGE" BY HOLDING THE D-PAD IN THIS DIRECTION BEFORE EXECUTING THE REST OF THE MOVE.

FOR EXAMPLE ↑ MEANS YOU MUST PRESS UP ON THE D-PAD AND HOLD IT FOR ABOUT A SECOND BEFORE COMPLETING THE REST OF THE CODE.

STREET FIGHTER
ALPHA

ADON

Adon is Sagat's former student and has broken away from his master to develop his own fighting style. By redefining the techniques he learned while under Sagat's direction, Adon hopes to become the most complete fighter ever.



FIGHTING AS ADON

Unfortunately, almost all of Adon's moves can be countered easily, but that doesn't mean he's impossible to win with. First, you can snuff almost any projectile attack with his Jaguar Kick and Jaguar Tooth. Vary the strength of the kicks to different locations and keep your opponent guessing. You can actually use the Jaguar Kick to get on the opposite side of your opponent and surprise him with a throw or other combo. You can't win a fight with combos, because Adon's strength lies in his ability to counterattack with calculated and well-timed individual attacks.

FIGHTING AGAINST ADON

Adon has the unfortunate title of most-counterable character. His Jaguar Tooth is tough to defend, but if you jump up as he comes down, you can almost always land a combo. His Jaguar Kick can be countered with even a simple standing jab (button 1), but you must be precise or you'll get nailed. Don't jump at him too much, because his Rising Jaguar is an excellent anti-air attack. Remember, Adon must take the fight to you if he wants to win, so prepare to counter his moves.

ALPHA COUNTER BUTTON

Any kick

MOVES

JAGUAR KICK

REVERSE →↓↘ + ANY KICK

RISING JAGUAR

↓↘↗ + ANY KICK

JAGUAR TOOTH

→↘↓↘← + ANY KICK

SUPER COMBOS

JAGUAR REVOLVER

↓↘←, ↓↘← + ANY KICK

VARIED ASSAULT

↓↘→, ↓↘→ + ANY PUNCH

JUTTING KICK

↘ + 5

COMBOS

s 4, s 2, s 6

j 6, c 1, s 2, c 3

j 6, s 2, s 3

c 4, c 5 or s 5, Rising Jaguar or Jaguar Kick

j 6, c 5 or s 5, Rising Jaguar

j 6, c 1, c 2, Level 3 Varied Assault

BIRDIE

Birdie was defeated badly in the first Street Fighter tournament, and has spent every moment since improving his battle techniques. His goal now is to crush all who stand in his way. In his mind, if he fights well enough he may catch the attention of someone special and join Shadowloo. From there, he could take over the world!



FIGHTING AS BIRDIE

Birdie is very slow, but when you fight in close it doesn't matter. Use the Murderer Chain when you get in close. It's Birdie's distance fighting that you need to worry about, because when you're blocked out, you'll have a hard time getting back in. Warm up your Super Meter and use your Bull Revenger when you see that your opponent is vulnerable—especially when they throw projectiles. You can also use the Bull Head to get in close, but you're a big target from a distance.

FIGHTING AGAINST BIRDIE

Birdie's lack of speed is his weakness, and you've got to take advantage of it. Keep him at bay with any long-range attacks. When you see that he has a full Super Meter, trick him into going for the Bull Revenger. If you're standing still when he starts the move, you can jump out of the way before he can grab you. As he recovers, nail him with your best offensive attack or combo. Don't fight Birdie up close, but if you've got him on his toes, try for a surprise throw. Move around unpredictably, and never stay in the same place for too long.

ALPHA COUNTER BUTTON

Any punch

MOVES

BULL HEAD

←, → + ANY PUNCH

BULL HORN

HOLD ANY TWO PUNCH OR KICK, THEN RELEASE

MURDERER CHAIN

360 + ANY PUNCH

SUPER COMBOS

BULL REVENGER

↓, ↓, ↓, ↓, ↓ + ANY PUNCH OR ANY KICK

THE BIRDIE

←, →, ←, → + ANY PUNCH

BODY PRESS

↓ + 3 (IN AIR)

MISCELLANEOUS

- Birdie's standing roundhouse (button 6) starts high, and then goes low. The low half of the move can hit crouching opponents.
- Birdie's Bull Revenger is invulnerable in the air, so use the jab (button 1) version as someone jumps in close to surprise them.

COMBOS

s 4, c 2, c 6 or s 3

j 6, s 4, Bull Head or s 3

j 4, s 4, Murderer Chain

j 6, c 2, Level 3 The Birdie

j 5, c 3, Bull Head or Level 2 or Level 3 The Birdie

CHARLIE

Charlie is Guile's closest army buddy, and it's easy to see that each of them learned everything he knows from the other. Charlie's Special Forces training has prepared him well for his current assignment. His mission: To find and take down M. Bison, leader of the corrupt Shadowloo organization.



FIGHTING AS CHARLIE

Charlie may only have two special attacks, but they are extremely effective. By crouch blocking, Charlie gives the look of being helpless; however, he can either throw a Sonic Boom or unleash a Flash Kick from that position. He can easily punish jumpers with his standing attacks that aim toward the sky for an unblockable air defense. His Hop Kick and Lunge Kick enable him to close in on distant opponents, keeping him in the fight at all times.

FIGHTING AGAINST CHARLIE

Charlie is hard to read when crouching, but when he moves around, he cannot Flash Kick or Sonic Boom—that's when you need to turn up the heat and knock him down. You can anticipate his Sonic Booms and go for air attacks, but you're not likely to have consistent success. It is possible to Air Block his Flash Kicks, so jump in late on occasion. If Charlie goes for a kick and you block it, nail him on his way back down.

ALPHA COUNTER BUTTON

Any punch

MOVES

SONIC BOOM

←, → + ANY PUNCH

SOMERSAULT SHELL (FLASH KICK)

↓, ↑ + ANY KICK

SUPER COMBOS

SUPER SONIC BOOM

←→←→ + ANY PUNCH (+ PUNCH(ES))

SUPER FLASH KICK

↙, ↘↙↘ (OR ↑) + ANY KICK

CROSSFIRE BLITZ

←→←→ + ANY KICK

HOP KICK

← OR → + 5

LUNGE KICK

→ + 6

SPINNING BACK KNUCKLE

→ + 3

MISCELLANEOUS

Use Charlie's standing strong (button 2) or standing fierce (button 3) to knock down jumpers.

Charlie can Air Throw.

COMBOS

c 1, s 2, c 6

c 1, c 4, s 2, Spinning Back Knuckle

Hop Kick (toward), Crossfire Blitz

j 3, s 2, s 3 or Spinning Back Knuckle

j 6, c 1, c 4, c 2, Flash Kick or Sonic Boom

j 6, c 1, c 4, c 2 or s 2, Sonic Boom or Level 1 or 2 Crossfire Blitz, Level 1 or 2 Super Flash Kick or any Super Flash Kick

CHUN LI

Chun Li is a pretty young girl who would like to lead a normal life. Unfortunately, her father was killed by drug lords of the Shadowloo empire, and she has given up the life she had to find the killer and avenge her father's death. She knows M. Bison is connected to Shadowloo and has him set dead in her sights.



FIGHTING AS CHUN LI

Chun Li is just about the fastest character in the game (with the exception of Guy), which gives her the freedom to be very versatile in her offensive attacks. Mix up her moves and always advance on your opponents after throwing a slow Fireball. If they counterattack and you block, you can easily score an Alpha Counter. Keep throwing out crouching forwards (button 5) as you advance, and you can score many hits against fidgety players. Also, perform a Somersault Kick right after your opponent blocks the low forward for a surprise overhead attack. Foil jumpers with Chun Li's Rising Bird Kick or standing roundhouse (button 6), and follow up with Fireballs to keep your opponents back.

FIGHTING AGAINST CHUN LI

Chun Li can be a pain in the neck, but she can be controlled. She has a fairly long delay after launching Fireballs, so stay close and nail her with jumping attacks. Don't jump unless provoked, because she can make you pay dearly. Keep your Special Meter as full as possible, and go for Alpha Counters when she tries for close range attacks. Be patient and jump at her when she goes for low ground attacks.

ALPHA COUNTER BUTTON

Any kick

MOVES

FIREBALL

←, F + ANY PUNCH

LIGHTNING LEG

TAP ANY KICK RAPIDLY

↑ + ANY KICK

↓, ↑ + ANY KICK

→, ↓, ← + ANY KICK

→, ↓, ← + ANY KICK

SUPER COMBOS

SUPER FIREBALL

↓, ↓, ↓, ↓ + ANY PUNCH

SUPER RISING BIRD KICK

↓, ↓, ↓, ↓ (OR ↑) + ANY KICK

THOUSAND BURST KICK

←, →, ←, → + ANY KICK

MISCELLANEOUS

HEEL KICK

↓ + 5 (CAN ONLY BE DONE IN THE AIR)

FLIP KICK

↓ + 6

VERTICAL KICK

5 6 (ONLY IF OPPONENT IS VERY CLOSE OR DIRECTLY OVERHEAD)

MISCELLANEOUS

Chun Li cannot throw with any kick button.

Chun Li can Air Throw.

Chun Li can jump off the back wall.

Use the short (button 4) version of her Somersault Kick to avoid incoming jumpers at close range, and then smack them as they land.

COMBOS

c 4, s 2, s 3

c 4, s 1, c 2, c 6, c 7

j 2, s 2, Lightning Leg or Fireball

j 5, c 4, c 5 or s 2, Fireball

Flip Kick, Rising Bird Kick or Super Fireball

x 5, c 4, c 2, Rising Bird Kick

j 5, c 4, c 2, Level 1 Thousand Burst Kick, Level 2 Super Fireball or Level 2 Super Bird Kick

STREET FIGHTER
ALPHA

GUY

Guy is a renegade fighter, constantly roaming the streets in search of his next challenge. His only true allegiance is to the people of the city, to keep the streets clean of the scourge of the Mad Gear Gang. It isn't because of Guy's sense of duty, but because of his own personal convictions. Those in power should pick on others in power, namely himself.



FIGHTING AS GUY

Guy has an incredible array of offensive attacks, and his speed is incredible—the two make a lethal combination. Mix up Guy's high and low attacks and catch your opponents when they're blocking the wrong way. When you see your opponents go for an offensive ground-based attack from a distance, like a projectile, use the Bushin Air Throw. Keep the pressure on, and quickly take advantage of any mistakes that your foes make.

FIGHTING AGAINST GUY

Guy has the unique ability to hit you from just about anywhere, but he is less effective when he has someone trapped in the corner. Guy cannot grab opponents with his Bushin Air Throw if his opponents are standing in the absolute back of either corner, so it's wise to stage your fight from there. Doing so limits your offensive ability, but Guy must come to you if he expects to land any hits. Keep your Super Meter charged to at least Level 1 throughout the fight so you can Alpha Counter any of his incoming attacks. Guy will bombard you from all sides, so be prepared.

ALPHA COUNTER BUTTON

Any kick

MOVES

BUSHIN AIR THROW

↓↘→ + ANY PUNCH (+ PUNCH WHEN CLOSE)

BUSHIN AIR ELBOW

↓↘→ + ANY PUNCH (+ PUNCH WHEN DISTANT)

BUSHIN HURRICANE KICK

↓↙↘ + ANY KICK

BUSHIN DASH STOP

↓↘→ + 4, THEN ANY KICK

BUSHIN DASH SLIDE

↓↘→ + 5, THEN ANY KICK

BUSHIN DASH CRESCENT KICK

↓↘→ + 6, THEN ANY KICK

SUPER COMBOS

BUSHIN THUNDER KICK

↓↘→, ↓↘→ + ANY KICK

BUSHIN FLYING FIST

↓↘→, ↓↘→ + ANY PUNCH (+ PUNCHES)

ELBOW DROP

→ + 2

AIR ELBOW DROP

↓ + 2 (IN AIR)

NO-FLASH KICK

↘ + 6

MISCELLANEOUS

- Guy's crouching forward attack (button 5) hits twice and sweeps an opponent, or can be interrupted by other regular or special moves after the first hit.

Guy can Air Throw.

- Guy can jump off the back wall.

COMBOS

s 1, s 2, s 3, s 6

c 4, c 5, c 6

c 4, s 2, s 6

s 5, Bushin Air Throw or Bushin Dash Slide

c 5, c 3, Bushin Hurricane Kick or Level 2 or Level 3 Bushin Thunder Kick (in the corner)

Bushin Air Throw, any Bushin Flying Fist

c 4, s 2, s 6, s 5 or c 5, Bushin Dash Slide

j 6, s 2, s 6, s 3, Bushin Dash Crescent

KEN

Ken was Ryu's partner as they learned the art of Shotokan Karate from their master. Since they parted, Ken has developed some of his own techniques and is anxious to catch up with Ryu. Ken wants to test his skills since hearing of the news that Ryu defeated Sagat. His deepest desire is to earn the respect from carrying the title of Street Fighter champion.



FIGHTING AS KEN

Ken's fireballs aren't as useful as Ryu's, but Ken can do something that no other character can: Forward Roll. It's really his most potent weapon. Follow up all blocked crouching roundhouse (button 6) attacks with a roll, then apply more pressure when you come out of the roll. The great thing about the roll is that it puts Ken into position right after opponents recover from a block, so he can easily deck them if they try to counterattack. Use the roll as a psych-out, to get behind jumping characters, or use it to go for cheap throws. No matter how you use the Forward Roll, just use it!

FIGHTING AGAINST KEN

Ken's Forward Roll is probably the move you'll see thrown out most often when he gets in close, but he's a fairly poor distance fighter. He has a long delay after his Fireball, so stay close and try to air attack him when you see him throw it. If you're getting up off the ground, be ready to block his Axe Kick—it comes out incredibly fast. You can knock Ken out of his Forward Roll with a well-timed sweep, but be cautious. Just be alert, and keep Ken away or on the ground as much as possible.

ALPHA COUNTER BUTTON

Any punch

MOVES

FIREBALL

↓↘→ + ANY PUNCH

HURRICANE KICK

→↘↓↘↙ + ANY KICK

AIR HURRICANE KICK

→↘↓↘↙ + ANY KICK (IN THE AIR)

DRAGON PUNCH

→↓↘ + ANY PUNCH

FORWARD ROLL

↓↙↘ + ANY PUNCH

SUPER COMBO

SUPER DRAGON PUNCH

↓↘→, ↓↘→ + ANY PUNCH

VERTICAL DRAGON

↓↘→, ↓↘→ + ANY KICK IS FIGHTER

MISCELLANEOUS

AXE KICK

→ + S

Ken's standing roundhouse (luther 6) kicks out very far, and is good for catching opponents off-guard at medium range.

COMBOS

c 4, c 5, c 6

s 1, c 2, s 6

j 6, c 5, Hurricane Kick or Fireball

j 6, c 4, c 5, Fireball

j 6, s 2 or s 5, Dragon Punch

c 4, s 3, Vertical Dragon or Super Dragon Punch

x 5, c 4, c 5 or s 5, Vertical Dragon or Super Dragon Punch

STREET FIGHTER
ALPHA

RYU

Ryu is a dedicated student of Shotokan Karate. He proved to the entire world that he may indeed be the greatest fighter of all time when he defeated Sagat in the first Street Fighter tournament. Constantly in search of fighting perfection, Ryu continues to develop his skills by taking on all comers.



FIGHTING AS RYU

Ryu can be an offensive nightmare. His patented Fireball/Dragon Punch trap is still one of his most effective and reliable offensive fronts. Throw in sporadic Hurricane Kicks to catch opponents off-guard, or use them to cruise over projectiles in close range to score a knockdown. You can also use Air Hurricane Kicks to avoid long distance attacks, or use one to score a hit from nearly an entire screen's distance away. While in close, don't forget to use the Hop Kick and Overhead Punch to keep up the pressure.

FIGHTING AGAINST RYU

Ryu is a tough opponent when played correctly, but even the master of the Shotokan fighting style has weaknesses. You must stay close to Ryu, or he can keep you at bay with his Fireballs. Stuff any Fireball attacks by nailing him with jumping attacks. You don't necessarily need to go for a combo, but get him out of his rhythm. If you see that he may be able to throw out a Dragon Punch or other air counter before you can start your air attack, wait for him to miss and hit nothing but air. As he recovers, get in close and smack him good. Play unpredictably and force Ryu into desperate and predictable Fireball attempts.

ALPHA COUNTER BUTTON
Any punch

MOVES

FIREBALL
↓↘→ + ANY PUNCH

HURRICANE KICK
↓↙← + ANY KICK

AIR HURRICANE KICK

↓↙← + ANY KICK (IN THE AIR)

DRAGON PUNCH

→↓↘ + ANY PUNCH

SUPER COMBOS

SUPER FIREBALL

↓↘→, ↓↘→ + ANY PUNCH

SUPER HURRICANE KICK

↓↙←, ↓↙← + ANY KICK

MISCELLANEOUS

HOP KICK

→ + 5

OVERHEAD SMASH

→ + 2

COMBOS

c 4, c 5, c 6

c 4, s 4, c 4, c 5, c 6

j 6, c 3, Fireball

j 6, s 2, Dragon Punch or Fireball

j 2, s 2, Dragon Punch or Fireball

x 5, c 5, Dragon Punch or Fireball

c 5, Super Fireball

j 6, c 4, c 5, Super Fireball

j 2, c 1, c 2, Super Hurricane Kick, j 2

NOTE: THIS IS THE MOTHER OF ALL RYU COMBOS! WHEN SUCCESSFUL, THIS COMBO HITS 18 TIMES!

STREET FIGHTER
ALPHA

ROSE

Rose is a mysterious woman who seems to have a connection to M. Bison. She is the protector of the incredible power of the soul, and has seen the evil in M. Bison's soul. Her mission is to destroy M. Bison before he takes over the world.



FIGHTING AS ROSE

Rose is a new character and has little in common with other Street Fighter characters. However, in the hands of a good player, Rose is a top contender. Reflect as many projectiles as you can, and follow them up with other attacks. If you can anticipate a fireball attack while in close, you can reflect it back at your foes and start your own offensive attack before they can recover. Use Rose's slide to get in close, but be ready to follow it up if your opponent tries to counterattack. Keep opponents at bay with her Soul Spark, and keep them out of your air space with the Soul Throw.

FIGHTING AGAINST ROSE

Rose has many effective offensive weapons, but she is just as susceptible to making mistakes as any other character. If you must jump in, always unleash some kind of offensive attack. If she tries the Soul Throw, you stand a good chance of knocking her out of it. Don't get too happy with projectiles, because they might get stuffed right back into your face. Use them when she doesn't have a chance to retaliate, like when she's rising from the ground.

ALPHA COUNTER BUTTON

Any punch

MOVES

ABSORB SOUL REFLECT

↓↙← + JAB

HORIZONTAL SOUL REFLECT

↓↙← + STRONG

DIAGONAL SOUL REFLECT

↓↙← + FIERCE

SOUL SPARK

←↓↘↙ + ANY PUNCH

SOUL THROW

→↓↘ + ANY PUNCH

SUPER COMBOS

AURA SOUL SPARK

↓↙←, ↓↙← + ANY PUNCH

AURA SOUL THROW

↓↘→, ↓↘→ + ANY PUNCH

SOUL ILLUSION

↓↘→, ↓↘→ + ANY KICK

SLIDE

→ + S

COMBOS

c 1, c 4, c 5, c 6

j 6, c 1, c 4, c 5, c 6

c 1, c 4, c 5 (repeat)

Slide, Aura Soul Spark or s 5

Alpha Counter, c 5, c 6

c 3, Aura Soul Throw (against jumping foes)

j 6, c 6, Level 1 Aura Soul Throw

(Using Level 1 Soul Illusion, with opponent in corner) j 3, s 3, Level 2 Aura Soul Spark

(Using any Soul Illusion) j 3, c 1
Slide (repeatedly)

SAGAT

Sagat has been burning with rage since he was defeated by Ryu in the first Street Fighter tournament, and has vowed to crush Ryu the next time they meet. He's spent the days since then improving his fighting techniques, and now feels as though he is ready to face any challenger.



FIGHTING AS SAGAT

Sagat has the right combination of moves to keep out jumpy opponents, so learn his anti-air moves first. His fierce (button 3) Tiger Blow swings wide and inflicts multiple hits, making it a great air defense. Use his Tiger Shots to push opponents away and keep them pinned. Mix up their speed and height to really keep an opponent guessing. Use his Tiger Crush to surprise unwary opponents, or to get in closer for setup attacks.

FIGHTING AGAINST SAGAT

You must take advantage of the delay after Sagat throws a Tiger Shot, so get close and be ready to jump, especially when you see him go for a Low Tiger Shot. Lure him into going for Tiger Blows as well, and tag him as he comes down. Sagat is a huge target, so throw out long-range attacks when you see him twitch. Remember that he's an effective fighter from long range, but he can't hang with most characters up close.

ALPHA COUNTER BUTTON

Any punch

MOVES

HIGH TIGER SHOT

↓↘→ + ANY PUNCH

LOW TIGER SHOT

↓↘→ + ANY KICK

TIGER BLOW

→↓↘ + ANY PUNCH

TIGER CRUSH

→↓↘ + ANY KICK

SUPER COMBOS

TIGER CANNON

↓↘→, ↓↘→ + ANY PUNCH

TIGER GENOCIDE

↓↘→, ↓↘→ + ANY KICK

TIGER RAID

↓↘↙, ↓↘↙ + ANY KICK

COMBOS

s 1, s 2, s 3 or c 6 or s 6

(in corner) Tiger Crush (button 4), Tiger Blow (button 3)

j 5, c 2, Level 3 Tiger Genocide

j 6, s 2, Tiger Blow or Tiger Crush or any Tiger Shot

j 6, c 2, any Tiger Cannon or any Tiger Raid

STREET FIGHTER
ALPHA

SODOM

Sodom is a member of the now defunct Mad Gear Gang, and dearly misses the company of his comrades. His goal is to earn the respect of his opponents and gain their help to rebuild the Mad Gear Gang, which he would then lead. Only time will tell if he has the leadership skills to succeed.



FIGHTING AS SODOM

Almost all of Sodom's moves are capable of countering any of his opponent's offensive attacks. For starters, his crouching fierce (button 6) and Strong Jigoku Scrape can clear the skies of jumping characters. His slide is capable of going below any projectile (even Sagat's Low Tiger Shot!). And his Jab and Fierce Jigoku Scrapes have the range to disrupt any offensive attacks. After Sodom gets his opponent on the defensive, he can go to work with his own pressure offense. Trap opponents in the corner and stuff any of their escape attempts with anti-air moves. When the opponent expects a close-range physical attack, go for the Butsumetsu Buster and plant them on their head. Play a pressure offense, and wait for your opponent to play into your hands.

FIGHTING AGAINST SODOM

Sodom has an answer for almost any attack that you can throw out, so wait for him to bring the fight to you. If you can throw projectiles, stay at least a half screen's distance away from him and throw as many projectiles as you can. When he gets in close, anticipate his Butsumetsu Buster attempts and jump out of the way before he connects. When you come down, clobber Sodom as he recovers from his miss. Also, go after him if he misses a Daikyo Burning attempt.

ALPHA COUNTER BUTTON

Any punch

MOVES

JAB JIGOKU SCRAPE

→↓↘ + 1

STRONG JIGOKU SCRAPE

→↓↘ + 2

FIERCE JIGOKU SCRAPE

→↓↘ + 3

BUTSUMETSU BUSTER

360 + ANY PUNCH

DAIKYO BURNING

360 + ANY KICK

SUPER COMBOS

SUPER RUSHING JIGOKU

↓↘→. ↓↘→ + ANY PUNCH

OMEGA SLAM

720 + ANY PUNCH

MISCELLANEOUS

BACK ROLL

→↘↓ + ANY PUNCH

JITTE WALK

←↘↓ + ANY KICK

- Sodom has two other offensive recovery moves aside from the standard roll.
- Sodom's standing roundhouse (button 6) cannot be blocked by rising opponents if timed correctly!
- Sodom's crouching roundhouse (button 6) can slide under all projectiles.

COMBOS

s 4, s 5, s 6 or s 3 or s 6

s 1, s 2, s 3

(As the opponent is getting up) s 6, Job or Fierce Jigoku Scrape or Daikyo Burning any throw, Super Rushing Jigoku

j 6, s 4, s 2 or s 5, s 6, Job or Fierce Jigoku Scrape or Daikyo Burning or Level 2 or Level 3 Super Rushing Jigoku

AKUMA

SECRET CHARACTER



Akuma is the evil brother of Gouken, Ryu and Ken's teacher, and is rumored to have killed him after Ryu and Ken left Gouken's Dojo to start their new lives. Akuma fights with a fury unmatched by any other warrior, and possesses the power to crush anyone at will. Akuma continues to search the world for a worthy opponent, but still has yet to find one.

PLAYING AS AKUMA—PLAYER 1

At the Character Selection screen, place the cursor on Random Select and hold the L2 button down. Then press $\leftarrow \leftarrow \leftarrow \downarrow \downarrow \downarrow$ and $\blacksquare + \blacktriangle$ for blue Akuma or $\bullet + \times$ for red Akuma.

PLAYING AS AKUMA—PLAYER 2

At the Character Selection screen, place the cursor on Random Select and hold the L2 button down. Then Press $\rightarrow \rightarrow \rightarrow \downarrow \downarrow \downarrow$ and $\blacksquare + \blacktriangle$ for blue Akuma or $\bullet + \times$ for red Akuma.

FIGHTING AS AKUMA

Akuma is the most powerful character in the game. His arsenal of moves is huge, and he's got something for every situation. You can be as offensive as you want, and your opponent will probably be helpless. Use lots of Air Fireballs and mix them in with Blue Fireballs to keep your opponent on the ground. Mix up high and low attacks and go for the Overhead Chop if your opponent blocks low or rises off the ground. Akuma can juggle opponents with a Dragon Punch after landing a Hurricane Kick, so experiment to see how and when to use them in tandem.

FIGHTING AGAINST AKUMA

There are a few things you can do against Akuma, but you must be ready to capitalize on his mistakes. First, he has unusually long recovery times after throwing a ground fireball (especially the Red Fireball). If you see him go for one, jump in immediately and hit him with anything. Wait for Akuma to come at you with a Hurricane Kick or jumping attack and smack him out of the sky. You must hit him whenever possible, even if it means putting yourself in danger. Remember Akuma takes almost 30% more damage from attacks than other characters.

ALPHA COUNTER BUTTON

Any punch

MOVES

BLUE FIREBALL

↓↘→ + ANY PUNCH

RED FIREBALL

←↖↓↘→ + ANY PUNCH

HURRICANE KICK

↓↖← + ANY KICK

AIR HURRICANE KICK

↓↖← + ANY KICK (IN AIR)

DRAGON PUNCH

→↓↘ + ANY PUNCH

ASHURA WARP

→↓↘ OR REVERSE →↓↘ + 123
OR 456

FORWARD HOP & ROLL

↓↖← + ANY PUNCH

HUNDRED DEMON SOMERSAULT

↓↘↗ + ANY PUNCH

HUNDRED DEMON SLIDE KICK

PERFORM SOMERSAULT, THEN DO
NOTHING

HUNDRED DEMON AIR PUNCH

PERFORM SOMERSAULT, THEN PRESS
ANY PUNCH (DISTANT)

MISCELLANEOUS COMBOS

THRUST KICK

↓ + 5 (IN AIR)

OVERHEAD CHOP

→ + 2

HOP KICK

→ + 5

HUNDRED DEMON BODY DROP

PERFORM SOMERSAULT, THEN PRESS
ANY KICK (DISTANT)

HUNDRED DEMON AIR THROW

PERFORM SOMERSAULT, THEN PRESS
ANY PUNCH (UP CLOSE)

HUNDRED DEMON AIR SUPLEX

PERFORM SOMERSAULT, THEN PRESS
ANY KICK (UP CLOSE)

SUPER COMBOS

SUPER UPPERCUT

↓↘→, ↓↘→ + ANY PUNCH

SUPER FIREBALL

→↘↓↖←, →↘↓↖← + ANY
PUNCH

SUPER AIR FIREBALL

↓↘→, ↓↘→ + ANY PUNCH (ONLY
IN AIR)

INSTANT HELL MURDERER

S 1, S 1, →, S 4, S 3

c 4, c 5, c 6

s 4, c 5, s 3

j 6, c 4, c 5, Blue Fireball

j 6, c 4, Hurricane Kick (button 4),
Dragon Punch (button 2 or 3)

j 6, c 1, c 2, c 5, Blue Fireball

x 5, c 4, c 5, Super Uppercut or
Super Fireball

j 6, Instant Hell Murderer

DAN

SECRET CHARACTER



Dan is a former student of Gouken and classmate of Ryu and Ken. Gouken forced Dan to leave the Dojo when he realized Dan's intentions: To use his knowledge to avenge the death of his father and destroy Sagat. Dan then went out and developed his own fighting techniques to master the art of fighting.

PLAYING AS DAN—BOTH PLAYERS

At the Character Selection screen, place the cursor on Random Select and hold the L2 button down. Then press the following button sequence for pink Dan: $\blacktriangle \blacksquare \times \bullet \blacktriangle$. Press $\blacktriangle \bullet \times \blacksquare \blacktriangle$ for green Dan. This code must be entered quickly.

FIGHTING AS DAN

Very few people are capable of playing Dan at a competitive level, so he's used mostly as a joke or as a handicap against weaker players. He can be played similar to Ryu, with the exception that his Self-Taught Wave Punch doesn't fly away like a regular fireball. Dan's range is severely limited and he must aggressively go after his opponent. Delete your opponent's energy with Dan's Flurry Kick, but be careful because it's easy to counterattack if blocked. In effect, you must be a tremendous fighter to win with Dan.

FIGHTING AGAINST DAN

Dan is a total pushover unless played by an expert player, and even then he still isn't good enough to win consistently. His range is pitiful, so you can utilize jumping attacks after missed Self-Taught Wave Punches. If you block his Flurry Kick attempts, you can cream him with anything. Dan has to bring the fight to you if he wants to win, so stay back and wait for him. A solid defensive game plan usually works against him.

ALPHA COUNTER BUTTON

Any kick

MOVES

SELF-TAUGHT WAVE PUNCH

↓↘→ + ANY PUNCH

SHINY DRAGON PUNCH

→↓↘ + ANY PUNCH

FLURRY KICK

↓↘← + ANY KICK

SUPER COMBOS

SUPER WAVE PUNCH

↓↘→, ↓↘→ + ANY PUNCH

SUPER SHINY DRAGON

↓↘→, ↓↘→ + ANY KICK

FURY FRENZY

↓↘←, ↓↘← + ANY KICK

MISCELLANEOUS

Dan's only redeeming quality is his ability to Taunt endlessly during a fight. Taunt after any combo or knockdown to really irk your opponent—that's what playing Dan is all about.

Dan doesn't have a throw with any kick button.

COMBOS

c 4, c 5, c 6

s 4, c 2, c 6

s 1, c 2, Self-Taught Wave Punch

j 3, c 1, s 2, Self-Taught Wave Punch

j 3 or j 3, c 3, Flurry Kick (button 3) or Self-Taught Wave Punch or Super Wave Punch

(in the corner) j 3, c 5, Level 3 Fury Frenzy

(in the corner) j 3, c 3, Level 3 Super Shiny Dragon

M. BISON

SECRET CHARACTER



M. Bison is the leader of the Shadowloo organization, a band of highly sophisticated criminals that run drugs and conduct other illegal activities behind the low-tech curtain of a third-world country. M. Bison is the master of Psycho Power, which can be extremely dangerous and volatile. He has the power to harness and control such power, and uses it to crush all who oppose him.

PLAYING AS M. BISON—PLAYER 1

At the Character Selection screen, place the cursor on Random Select and hold the L2 button down. Press **←←↓↓↓←↓↓↓** and **■ + ▲** for red M. Bison or **● + X** for blue M. Bison.

PLAYING AS M. BISON—PLAYER 2

At the Character Selection screen, place the cursor on Random Select and hold the L2 button down. Press **→→↓↓↓←↓↓↓** and **■ + ▲** for red M. Bison or **● + X** for blue M. Bison.

FIGHTING AS BISON

M. Bison can't combo at all, so rely on individual attacks instead. It's okay to try for simple combos when you get close, but it's almost impossible to consistently land them. Bison's Psycho Shot can be followed up with a Bison Warp to create chaos on both sides of your opponent. You can go for a throw or hope that the projectile hits your opponent. Punish fireball attacks with the Head Press and Skull Diver.

FIGHTING AGAINST BISON

Bison's lack of combos severely limits his ability to inflict damage, but his individual moves are very punishing. Avoid his Psycho Shot or anticipate it and smother him with an air attack. Watch out when Bison teleports—he'll usually end up behind you. If he's moving around you can go after him, because he can't protect himself with anything but his regular attacks. Put on mild pressure and wait for him to open up. Most importantly, you must be patient.

ALPHA COUNTER BUTTON

Any punch

MOVES

PSYCHO SHOT

←, → + ANY PUNCH

DOUBLE KNEE PRESS

←, → + ANY KICK

HEAD PRESS

↓↑ + ANY KICK, (↑ + ANY PUNCH FOR SKULL DIVER)

SOMERSAULT SKULL DIVER

↓↑ + ANY PUNCH (↑ + ANY PUNCH FOR SKULL DIVER)

BISON WARP

→↓↘ OR REVERSE →↓↘ + 123 OR 456

SUPER COMBOS

KNEE PRESS NIGHTMARE

←→←→ + ANY KICK

PSYCHO CRUSHER

←→←→ + ANY PUNCH

NOTE: M. BISON DOES NOT HAVE A THROW WITH ANY KICK BUTTON.

COMBOS

j 2, s 6

c 2 or c 5, Double Knee Press or Psycho Shot

(at half screen's distance) Psycho Shot (button 1), c 6 or Double Knee Press

j 2, c 5, Double Knee Press or Level 3 Knee Press Nightmare or Psycho Crusher

RIDGE RACER REVOLUTION

Ridge Racer Revolution, by Namco Entertainment, is one of Playstation's strongest titles to date. Namco has re-created their Daytona-crushing original hit with an updated version containing three different tracks, improved arcade-quality graphics, and excellent racing control. You can also take on your friends with the new VS. Link option for unparalleled racing excitement. Following in the footsteps of its predecessor, Ridge Racer Revolution has set the standard by which all other racing games will be judged.

RACING TIPS

Racing is a fine art, requiring a constant balance between order and mayhem. You've got to be in control the entire time you race, or you're going to get blown out of the water. Read on to check out our list of general racing strategies.

Get a good start. Keep the Tachometer up near 7000 RPMs when starting the race, then smash down the throttle as the race starts. Be ready to shift immediately, as your RPMs will build up rapidly. If you can get out of the gates quickly, you'll be able to get into the race faster.

Recuperate from crashes. If you ever run into a wall using the Manual Transmission, immediately downshift to the next lowest gear to get back up to speed quickly. If you hit a wall especially hard, try shifting down two gears. Also, if you happen to run into the same wall more than once, downshift one gear for each time you hit the wall. You've got to get your RPMs back up quickly, or you will lose precious time.

Use the slipstream technique. When racing behind another car, try to stay directly behind it. Essentially, you'll be using it as a shield against the wind, which allows you to accelerate faster and get in position to overtake it.

Be aware of what's behind you. If another car is behind you, try to make small adjustments to foil its "slipstream" attempts. Don't become so obsessed and hit a wall, but try to anticipate its passing attempts and keep yourself in front of it. If it bumps you directly in the back, it will push you forward and lose some of its own momentum in the process.

THE CARS

Ridge Racer Revolution provides you with four cars to choose from. Each one can be used with an Automatic or Manual Transmission. Each car's maximum speed can vary based on which type of transmission is selected. Speed can be further modified by changing the Speed Selection. Up to

four different Speed Selections are available for each car, based on which track is selected. A description of each car is provided below.

F/A RACING

This car has been designed with an equal balance of Speed, Acceleration, Handling, and Grip, making it suitable for racing on any style of track. An excellent selection for beginning players.



RT RYUKYU

This car is very similar to the F/A Racing car with regard to Speed and Acceleration, but has far better Handling and Grip, making it the superior choice for almost any track. This car is also a suitable selection for beginning players, but you may not appreciate its true value until you familiarize yourself with all of the other cars.



RT YELLOW SOVALOU

This car was built to accelerate quickly and top out at a relatively high speed, but suffers from an almost complete loss of Handling and Grip. The result is a car that can only be useful to the most experienced of drivers.



RT BLUE SOVALOU

This car is capable of traveling faster than any other car, but loses the ability to accelerate quickly. It has better Handling and Grip than the Yellow Sovalou, but rarely reaches its top speed due to its poor Acceleration. Do not attempt to use this car unless you feel that your racing skills cannot advance any further.



THE TRACKS

Ridge Racer Revolution features three tracks—the difficulty of each being determined by its length and layout. Each track starts out the same, but the more difficult tracks branch off into more complex sections of the course. You can easily become an expert on any one track, but mastering them all is the sign of a true racer. To help you reach that point, we've broken down each track—turn by turn—and determined the best path for the RT Ryukyu, since it's the most versatile and commonly selected car.

These paths will not work for most other cars, but may help you develop an understanding of the relationship between a car's capabilities and the driving style required to successfully navigate a turn.

NOTE: EACH TRACK BEGINS WITH THE SAME STRAIGHTAWAY, SO WE SPARED YOU THE REDUNDANCY IN THE TRACK BREAKDOWN.

RIDGE RACER REVOLUTION

TRACK 1 (NOVICE)

This track is compact and has many simple turns. It is designed to introduce you to the general racing environment, and allow you to discover and exploit the nuances of each car.

LAP TIME:

Above 1'00"000

Under 1'00"000

Under 0'57"500

RANKING:

Keep Trying

Respectable

Excellent

Section 1 (First Tunnel): This tunnel curves gently to the left, then leads into a short straightaway. Stay near the middle or left wall to be safe, or try to cut the corner at the end of the tunnel by aiming toward the right wall as the track bends to the left.



Section 2 (Coastline): From the end of the tunnel, the course curves gently to the right, then leads into a short straightaway. Stay near the left side of the track as you approach the next turn.

The straightaway bends dramatically into a 90-degree right turn, so start the turn early to cut a path straight across to the next turn.

The track curves gently to the left here, then aims uphill. Stay safely to the left of the mountainside, but get within one car-width if you can. As the hill begins to peak, the course bends to the right. You can usually take this turn at full speed.



Section 3 (Hilltop): At the top of the hill, the course straightens out, but narrows on the right side of the road ahead. Stay at least one car-width away from the side wall to avoid the barricade.

As you approach the end of the straightaway, the road tilts up dramatically. If you're traveling fast enough, you'll jump straight off the road, during which time you cannot change your course. Stay on the right side of the road as you jump to set up for the next turn, and decrease your speed right before you reach the jump area.

As soon as you touch the ground, reduce your speed and turn hard to navigate the sharp left horseshoe turn. Right after you complete the turn, bank your car through the gentle curve to the right, and stay near the middle or right side of the track to set up for the next section of the track.



Section 4 (Second Coastline): As you cruise down the straightaway, drift slowly toward the middle of the track. Stay in the middle of the track around the long 90-degree right turn. Ease your way through the gentle curve to the left, staying close to the middle of the track, then turn hard to the right as the track bends into a 70-degree turn and head down the following straightaway as quickly as you can.





Section 5 (Second Tunnel): Stay to the right side of the straightaway as you enter the tunnel. The track banks up and gently to the left here, so follow it around and get close to the left wall. Continue to follow the road into the straightaway, remaining on the left side of the track.

Section 6 (Final Stretch): The track curves gently to the right here, then smooths out into a straightaway. Remain near the middle of the track through the turn and into the straightaway.



The track bends to the right into a very long gentle horseshoe. Try to stay near the right wall, but don't turn sharply or you will bump into it. As you approach the end of the horseshoe, get as close to the right wall as you can.

The track bends to the left next, but can be difficult to navigate at top speed. Turn sharply to the left, then cruise down the straightaway toward the Start/Finish line.

TRACK 2 (ADVANCED)

This track is longer and has more complex turns than Track 1. You may have been able to finish Track 1 easily, but Track 2 will put your skills to the test.

LAP TIME:

RANKING:

Above 1'20"000

Keep Trying

Under 1'20"000

Respectable

Under 1'16"500

Excellent

NOTE: TRACK 2 IS IDENTICAL TO TRACK 1 UNTIL YOU REACH THE END OF THE COASTLINE SECTION.



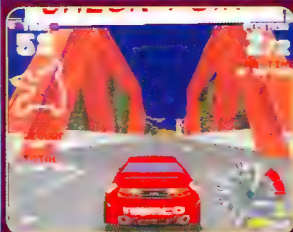
Section 3 (Hilltop): As you reach the top of the hill, follow the short straightaway until you see the arrows. The road bends to the left, so stay near the left wall or middle of the track and follow the turn toward the Tunnel entrance.

Section 4 (Second Tunnel): As you enter the Tunnel, stay near the middle of the track. The road gently curves to the left into a long horseshoe, so remain in the middle of the

track and follow it around. As you turn out into the short straightaway, be prepared to jump if you're traveling at high speed. Quickly position yourself in the middle of the road as it curves gently to the right, then get between the left wall and the middle of the track as you follow the straightaway over the Bridge.



RIDGE RACER REVOLUTION



Section 5 (Bridge Pass): Decrease your speed dramatically as you follow the extremely sharp horseshoe around to the right. Follow the straightaway over the next bridge, and lean toward the left side of the track as you begin to head uphill. Follow the gentle curve to the left, remaining on the left side of the track, then turn hard right and decelerate to attack the razor-sharp 130-degree right turn.

Quickly accelerate through the middle of the downhill straightaway, then stick to the right side of the road as it curves gently into a long horseshoe. As you head uphill, be ready to make a tight turn along the right wall as the road banks sharply to the right 80 degrees. Follow the short straightaway toward the Open Tunnel entrance, staying in the middle of the road.

Section 6 (Open Tunnel): Cut down the middle of the road as the track curves gently to the left here, and remain in the middle of the road through the long horseshoe, which curves gently to the right. Aim toward the right wall as you approach the Tunnel entrance.



Section 7 (Third Tunnel): The road remains straight as you enter the tunnel, then bends sharply to the left. Turn hard to follow it through, but be ready to let off before you smack into the left wall. Keep close to the left wall, and cut to the middle of the road as it curves gently to the right. Stay near the left wall as the track narrows on the right, and aim down the middle of the gentle S-curve as it bends left, then right.



Section 8 (Connector): As you come out of the S-curve, line up between the right wall and the middle of the track. Quickly cut to the right and then to the left through the next S-curve.

Section 9 (Final Stretch): (See strategy for the Final Stretch of Track 1.)



TRACK 3 (EXPERT)

This track shares a lot of ground with Tracks 1 and 2, but the final cutoff section contains the most difficult turns in the game.

They are generally sharp turns, and usually come in quick succession. You can master Tracks 1 and 2, but getting down all of Track 3 may prove to be the most difficult challenge of all.

LAP TIME:

Above 1'23"000

Below 1'23"000

Below 1'20"000

RANKING:

Keep Trying

Respectable

Excellent

NOTE: TRACK 3 IS THE SAME AS TRACK 2 UNTIL YOU REACH THE END OF THE BRIDGE PASS SECTION.



Section 6 (Hill Valley): As you follow the straightaway, veer gently to the right when you reach the closed Open Tunnel entrance. Cut through the middle of the downhill straightaway, and lean slightly to the left as you begin to head uphill. Follow the road as it curves gently to the left, and immediately make a sharp right turn as the road bends abruptly.

Head down the middle of the short straightaway, and turn quickly as the road curves gently to the left. Head along the middle of the straightaway and stay there as the road bends into a tight horseshoe to the right. Decelerate as you near the end of the

horseshoe, then follow along the right wall as the road bends tightly to the left. Stay to the right as the left side of the road narrows, and head into the Tunnel.

Section 7 (Third Tunnel): As you head into the Tunnel, get ready to make a few quick turns. First, make a tight right turn as the road banks to the right, and ride close to the right wall. Follow the short straightaway, then decelerate immediately as the road curves tightly to the left. Make a quick turn to get through there, then accelerate along the left side of the straightaway toward the next turn. Bank quickly to the right as the road bends tightly in that direction, and head back into the sunlight.

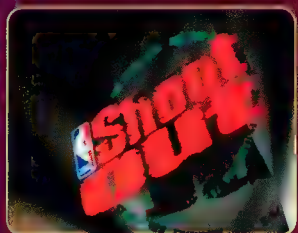
Section 8 (Final Stretch): Cruise down the straightaway between the left wall and the middle of the track, and decelerate as you head into the extended 140-degree right turn. This is probably the toughest turn to make cleanly on the whole track, so make sure you drive slowly enough to stay between the walls all the way through. Keep to the right as you head down the straightaway, then get ready to turn quickly as you head into the long, gentle left curve.



If you're going fast enough, you may jump into the air at the start of this turn, so turn slightly toward the left wall just to be safe. As the turn begins to straighten out, the road begins to lift again, and you will almost always jump here. Again, aim slightly to the left as you approach this section of road. Follow along the right wall as the road curves gently to the right, then stick to the right side of the road and aim slightly toward the middle of the road as you head along the straightaway toward the Start/Finish line.

NBA SHOOT OUT

OVERVIEW



Simply put, NBA Shoot Out is the best professional basketball simulation to date. With crisp palygon graphics, smooth game-play, all 29 NBA teams, 3 Game Modes, player trades, multiple camera perspectives, adjustable skill levels, and authentic player statistics, this one has it all. Whether you're challenging a friend or the very difficult CPU, the knowledge you'll gain here will make you a force to be reckoned with. Like the busdriver, you'll take everyone to school!

One of the most important elements of NBA Shoot Out is to know your roster's talent. To view a team's statistics from last season, begin a game and, on the Starting Lineup Screen, cycle through the various players. When you want to take a closer look at an individual's statistics, press the Circle button to see a complete breakdown of Shooting percentages, assists, rebounds, blocks, steals, fouls, and more. The statistics can be quite revealing, so take note of your top players.

1991 EAST

PLAYER STATE

SCOTTIE PIPPEN

COLLEGE: CENTRAL KANSAS

G	GS	MIN	FG	FGA	FG%	FT
75	75	3016	634	1329	48	396
FRA	F3%	FT	FTA	FT%	REB	AST
188	34	215	440	71	838	409
FF	DO	STL	BLK	PTS	PRG	
238	4	282	88	882	21	40

OFFENSIVE STRATEGIES

TAKE YOUR TIME

As in any basketball game, the ability to put the ball in the hoop is essential. The most important thing is to be patient. Twenty-four seconds is plenty of time to set up a play, so work the ball around until you get the shot you want. Oftentimes, making the extra pass will allow a teammate to cut to the basket for an easy two, or for a shooter to get open in three-point land.

MOVE THE BALL

One of the best skills to master is the Mid-air Pass. To perform this, press the Jump button and hold until the ballhandler reaches the apex of his jump, then press any Pass button to dump the ball off to an open teammate. Use this tactic repeatedly to move the ball until the perfect shot opportunity develops.

When guarded by a strong defender, repeatedly shake and bake from side-to-side until the defender commits, then make your move to the hole. The game has a tendency to call offensive fouls quickly, so if you take it right at a defender—this usually results in a turnover.

When inboundng the ball, avoid using the long pass as it will result in a turnover more than 70 percent of the time. Instead, inbound the point guard and allow him to dribble the ball upcourt under control.



SHOOTING FROM THE STRIPE

On Free Throws, if you anticipate that your shot will miss, immediately press towards the basket on the D-pad and the Jump button simultaneously. If your timing is successful, you'll grab the rebound more than 80 percent of the time and will be in position to score an easy two points.



TAKE IT TO THE HOLE

Look for the Alley-Oop. To do this, move the ballhandler approximately one foot behind the Three-Point Line, and when a teammate moves under the basket with his arm raised, press the X button to make a successful long pass inside for a spectacular dunk—the shot percentages don't get any higher! If you have trouble getting players to cut underneath the basket, call different offensive sets to create some motion in the offense.



SHOOT SMART FROM THE OUTSIDE

Here are some keys to outside shooting:

Identify your best outside shooters. Obviously, you're more likely to want a guard shooting the three than the center. Three-Point and Free-Throw percentages are the best barometer of a player's ability to stroke the ball from downtown. Additionally, experiment with the release point of the Shot button for different players. For some a quick tap of the button works best, while others require you to press down for a few seconds.



Use the Jump Shot instead of the Set shot. It has a much higher percentage for success, and will reduce the chances of your shot being blocked by a defender.

Plant your feet before releasing a shot, as opposed to on the run. Taking time to set yourself will dramatically improve your shooting percentage.

Avoid shooting along the baseline. Focus on shots along the perimeter—especially from the free-throw line extended, or at a 45° angle to the basket.



IMPROVE YOUR INSIDE GAME

Here are some keys to inside scoring:

Take the ball strong to the hole. Remember that a dunk is the highest percentage shot available.

Dish it off when you're heavily guarded. If you find yourself in the air with a defender in your face, quickly press the X Button before releasing the shot to dish off to a trailing player.

Draw the Fouls. Run offenses such as the Hi-Lo Post or Inside Triangle to take advantage of teams with weak interior defense and earn more opportunities at the charity stripe.

Avoid getting too deep in the paint when backing down a defender. Often, you'll move in too far and shoot the ball behind the backboard.

CRASH THE BOARDS

Rebounding is essential to controlling the ball and the tempo of the game. Good rebounding teams will be able to limit the opponent's shot opportunities while maximizing their own.

Select Crash Boards On at the Time Out Screen if the team you're using is a weak rebounding club. This will direct your players to rebound more aggressively. Also, when the player you're controlling is close to the basket and a shot goes up, immediately jump and hold the D-pad in the direction of the rim. This is helpful in grabbing boards when a shot doesn't go down.



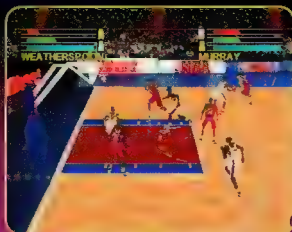
Use the Turbo button to move your player out-of-bounds along the baseline and set up directly underneath the basket. This will put you in good position to grab the rebound. Additionally, attempt to anticipate the direction the ball will travel on a missed shot. Nearly 75-80 percent of the time a missed shot will deflect to the side of the rim opposite from the shooter.

Prepare to slam. On offensive rebounds, take two quick steps away from the basket, then attempt the dunk. This will reduce the chance of your player being called for an offensive foul on a putback.

Control the pace of the game. Generally, a team's strengths will dictate what to do with a defensive rebound. For strong scoring teams, immediately push the ball up the floor to pursue fast break opportunities and easy baskets. For weaker scoring teams, the ball should be walked up the floor to slow down the game and burn time off the clock.

DEFENSIVE STRATEGIES

As in most sports games, the ability to play defense is what separates the contenders from the pretenders. In contrast to offense, the most important aspect of defense is to be aggressive. Challenge everything and never let an offensive player have free shots. Pressure defense often will force an opponent into making mistakes such as a turnover or a bad shot.



FORCE THE TURNOVERS

Turnovers can be crucial to putting together good scoring runs on offense, and help a team make up a deficit in a hurry. Defenses that put maximum pressure on the offense, such as the Full Court Press, work best here, but also take a toll on your players' stamina.

Relentlessly hound the ballhandler. Perhaps the biggest flaw in Shoot Out is that it's very easy to steal the ball. After identifying your team's best defender, use this player to stage an all-out attack on the ballhandler. Simply keep pressing the Turbo button to

crowd the man with the ball, and then repeatedly press the Circle button to force a steal. Many times you'll simply jar the ball loose, so stay aggressive and run down any loose balls.

Pressure the intended receiver of an inbound pass after scoring a basket. You'll be able to force a lot of steals here, and as a result score many uncontested dunks.

Shot-blocking: To successfully perform a block, wait a half-second for the shooter to rise on a Jump Shot, and then press the Jump button. Because the defender has a shorter hang time than the shooter, timing is critical here, but if you master this move, you'll be able to frustrate the best of opponents.

THE CONTENDERS

These are the game's top five contenders. Who will be the king of your court?

HOUSTON ROCKETS

RANKING: 1

STRENGTHS: Defense, Scoring, Rebounding

WEAKNESSES: Inconsistent Outside Shooting

TOP OUTSIDE SHOOTER: Robert Horry

TOP INSIDE SCORER: Hakeem Olajuwon

TOP PLAYMAKER: Sam Cassell

TOP DEFENDER: Hakeem Olajuwon

OTHER KEY PLAYERS: Clyde Drexler, Kenny Smith

Led by the amazing Olajuwon, the defending champions have all the ingredients to repeat. With no glaring weaknesses, the Rockets may be as close as there is to unbeatable. With good health and a continued desire to succeed, the Rockets seem poised to make another strong run.

CHICAGO BULLS

RANKING: 2

STRENGTHS: Defense, Outside Shooting, Depth

WEAKNESSES: Inside Scoring

TOP OUTSIDE SHOOTER: Steve Kerr

TOP INSIDE SCORER: Scottie Pippen

TOP PLAYMAKER: Roster Guard (plays a lot like "His Airness")

TOP DEFENDER: Scottie Pippen

OTHER KEY PLAYERS: Toni Kukoc, Dennis Rodman

With the "Roster Guard" making a comeback and the newly acquired Rodman, the Bulls are a team intent on recapturing the glory of three straight world championships. Perhaps the two most skilled players in the game, Roster Guard and Pippen make the Bulls charge. Add to that the long-range shooting of Kerr, the rebounding of Rodman, the passing of Kukoc, and a smothering defense, and the Bulls are looking to turn up the heat this season.

ORLANDO MAGIC

RANKING: 3

STRENGTHS: Scoring, Rebounding, Outside Shooting

WEAKNESSES: Free Throw Shooting, Inexperience

TOP OUTSIDE SHOOTER: Dennis Scott

TOP INSIDE SCORER: Roster Center

TOP PLAYMAKER: "Penny" Hardaway

TOP DEFENDER: Nick Anderson

OTHER KEY PLAYERS: Horace Grant, Brian Shaw

Despite being swept in last year's finals, the Magic remain one of the up-and-coming teams in the game, and feature two of the NBA's brightest young stars in Roster Center and Hardaway. Anderson and Scott are capable sharpshooters, and Grant bolsters the interior defense and rebounding, but if the Magic intend to contend for the title, the big man and "Penny" must shine. To do that, Roster Center must improve his ability to convert free throws and Penny must display the ability to take over a game, which is necessary for the floor general of any team.

SEATTLE SONICS

RANKING: 4

STRENGTHS: Scoring, Defense, Depth

WEAKNESSES: Rebounding

TOP OUTSIDE SHOOTER: Detlef Schrempf

TOP INSIDE SCORER: Shawn Kemp

TOP PLAYMAKER: Gary Payton

TOP DEFENDER: Gary Payton

OTHER KEY PLAYERS: Nate Macmillan, Sam Perkins, Hersey Hawkins

After being rudely bumped from the playoffs for two straight years, the Sonics seem ready to make their mark. Payton, Kemp, and Schrempf are the main men on a deep team with few flaws. Perhaps the Sonics' greatest strength is the ability to play any type of game, be it fast or slow-paced. Will this finally be their time to ascend to the throne they rightfully believe to be theirs?

SAN ANTONIO SPURS

RANKING: 5

STRENGTHS: Rebounding, Defense, Ball Control

WEAKNESSES: Scoring

TOP OUTSIDE SHOOTER: Chuck Person

TOP INSIDE SCORER: David Robinson

TOP PLAYMAKER: Avery Johnson

TOP DEFENDER: Sean Elliot

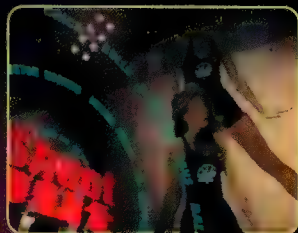
OTHER KEY PLAYERS: Will Perdue

The Spurs feature the strong two-man game of all-stars Robinson and Elliot. Add the combined talents of Johnson, Person, and Perdue, and you have one of the most balanced teams in the league with enough weapons to contend with the best of them. The pieces are all in place, but can the Spurs finally put the puzzle together?

SECRET CODES

CHEERLEADERS

At halftime, when the Statistics Screen appears, press and hold the R1, R2, L1, and L2 buttons simultaneously to clear the screen for an unobstructed view of the Cheerleaders' Video Sequence.



ALL STARS

This code allows you to play either the 94/95 (Phoenix) or 95/96 (San Antonio) All Star Game. It has the All Star Weekend court and the team names are Western/Eastern, but the players still seem to be the ones from the team you picked at the selection screen. At the Exhibition Game screen press either:

R1 L1 R1 L1 R2 L2 R2 L2 (94/95)

OR

R1 R1 R2 R2 L1 L2 L1 L2 (95/96)

SECRET CODES

BATTLE ARENA TOSHINDEN

CHANGE CAMERA VIEW

On the Options screen, select "Not Use" for the Left and Right buttons, select "Your Self" for Camera Action, and select Control Type #5. Now, during gameplay, use the Left and Right buttons to adjust the camera angles.

CHANGE CHARACTER COLORS

On the Character Select screen, press the Select button to change uniform colors.

PLAY AS GAIA OR SHO

On the Start/Options screen, press , ,  on Controller 1. If successful, you'll hear "Fight," and the text will change from blue to red. Now, on the Character Select screen, choose Eiji and press  + WS to play as Gaia, or choose Kayin and press  + WS to play as Sha.

CYBERSLED

FIVE EXTRA SLEDS

On the Title screen, press , , , , , , , , , , , and . If you hear an explosion sound effect, enter the Character Select screen, and scroll past the rightmost sled to find new sleds to choose from.

DESTRUCTION DERBY

INVULNERABILITY

On the Start/Options screen, select "Wreckin' Racing." Enter the password "IDAMAGE!" and begin gameplay.

EXTRA TRACK

On the Start/Options screen, select "Wreckin' Racing." Enter the password "REFLECT!", select "Wreckin' Racing." again, then select "Race Practice." Now, on the Track Select screen, you'll find a new track called "Ruined Monastery."

DOOM

PASSWORDS

Level 2	CRI3WDD3DB	Level 31	COW11QNIQS
Level 3	3JJCMK8W64	Level 32	VM13V1D3DB
Level 4	03LTJOY102	Level 33	W394W2DMFC
Level 5	H3311HFTHK	Level 34	ZQ58ZKJRKH
Level 6	04MSKZX9Z1	Level 35	Z758ZKJ8KH
Level 7	YTTLCXXLV	Level 36	5C2V3DQBNL
Level 8	09SMBY04YW	Level 37	NCKBLX7V53
Level 9	7KKBLD7V53	Level 38	1Q580FCRKH
Level 10	FM4217GSGJ	Level 39	HTMSKZZ9Z1
Level 11	HI13WDGLDB	Level 40	WS58ZKCRKH
Level 12	07QPDW26WY	Level 41	CSNRG2W820
Level 13	WTXQ9C3W12	Level 42	WT670JBQJG
Level 14	RBR4G1DLN	Level 43	DQLTJ1Y102
Level 15	WTXQ9C3W11	Level 44	2N94VFFMFC
Level 16	548C7DFWYX	Level 45	CQLTJOY102
Level 17	JOC89DZPQS	Level 46	WR492GDSGJ
Level 18	JGB9CTONRT	Level 47	PFX7ZN3777
Level 19	9QLTKR0102	Level 48	WLHYHCPMMM
Level 20	78M63QX921	Level 49	PFX7ZN3YYY
Level 21	SI61FHVQJG	Level 50	WLHYHCPULL
Level 22	33QHFT6WY	Level 51	PFX7ZN3XXX
Level 23	VBGQPIY46	Level 52	LWHYHPCXXX
Level 24	ZYKTLW7V53	Level 53	PF7XZ3NWWW
Level 25	0DJSM4HW64	Level 54	7L31266DJK
Level 26	LS5YPTCRKH	Level 55	PF7XZ3NWWW
Level 27	ZDJSMVVRW64	Level 56	3P67ZNBQJG
Level 28	1YKTX4QV53	Level 57	JCGDNFL555
Level 29	XKF6R8LZ97	Level 58	WLHYHCPQQQ
Level 30	DJX07Q4HTR	Level 59	JCGDNFL556

SECRET CODES












































GEX

LEVEL SELECT

On the Main Map screen, go to the Dome, press Select, press and hold R1, and press X, S, X, R, U, L, C, C, D, D.

PASSWORDS

For extra power-ups, pause the game and enter the following codes:

Invincibility	Hold R1, and press X,  ,  ,  ,  ,  ,  .
Speed	Hold R1, and press  , Start,  ,  ,  ,  , Start.
Fire Spit	Hold R1, and press X,  ,  ,  ,  ,  .
Electric Spit	Hold R1, and press  ,  ,  ,  ,  ,  ,  ,  ,  .
Freeze Spit	Hold R1, and press  ,  ,  ,  ,  ,  ,  .
High Jump	Hold R1, and press X,  ,  ,  ,  ,  .
Infinite Lives	Hold R1, and press  ,  ,  ,  ,  ,  ,  .

RAYMAN

EXTRA CONTINUES

On the Continue screen, with 2 or less continues, press , , ,  to gain 10 extra continues.

PASSWORDS

99 Lives	XNB9FMIZ2?
Skip to Last Level	SD3BKFOOMN

RIDGE RACER

EXTRA CARS

In the Galaxian game, defeat all the enemies to receive 8 extra cars.

BLACK CAR

In Time Trial Extra mode, defeat the Black Car to gain access to it.

BACKWARDS COURSE

During any race, drive your car into the wall when you pass the on-ramp, then spin around, drive backward, build your speed to at least 80 mph, and hit the wall. You'll know you're successful if you pass through the wall.

TEKKEN

DOUBLE GALAGA

On the Sony License screen, hold L1 +  + X +  on Controller 2 until the Galaga game appears. Now you'll have twice the firepower during the Galaga game.

PLAY AS DEVIL KAZUYA

Achieve a perfect score in each of Galaga's 8 bonus rounds, go to the Title screen, and select Arcade Mode. Then select Kazuya on the Player Select screen to play as Devil Kazuya.

PLAY AS A BOSS

Select any character, defeat all opponents, and return to the Player Select screen. You can now move the cursor off the left side of the screen to select the previously defeated Sub-Boss.

TWISTED METAL

PASSWORDS

Warehouse	    
Freeway	X    
City Park	X    
Cyberbia	X    
Roof Tops	  X  X
Arena with 5 Enemies	   
Start at Boss	 X   
Show Car Ending	XX   
Show Car Transition	 X   
All Endings	 X   X
God Mode	  X (space) 
Infinite Weapons	 (space)   
All Movies	   

WARHAWK

PASSWORDS

Desert	▲■X▲X■■
Canyon	●▲▲X●■
Airship	X▲X■▲▲
Volcano	■X■X▲●
Gauntlet	▲●●▲X■
Stormland	▲X▲●X●●
Kali Mode	X●●■X▲▲
Thor Mode	■●■▲X▲▲
Infinite Weapons	▲▲●■▲▲X
Warhawk Mode	●●●■X▲X
Pyramid	▲■X▲●●X
Desert, Almost Done	▲●X▲●X
Canyon w/ Amber	●■●■X●▲
Canyon w/ Belle	●▲X■●●▲
Canyon w/ Crystal	●■▲■▲▲■
Approaching Uma	●●●■▲▲▲
Post-Transformation Airship	X●▲●●●X
Volcano Boss	■■X●▲■▲
East Gauntlet Boss	▲●X▲X■
West Gauntlet Boss	▲●●■▲●X
At Kreel	▲X▲■■X▲
All Movies	▲X (space) ●●X▲■
All Epilogues	■■ (space) ●■X■▲

WIPEOUT

RAPIER CLASS

On the Start/Options screen, highlight "One Player," then press and hold L2+R2+ ← +Start+Select + X.

FIRESTAR TRACK

On the Start/Options screen, highlight "One Player," then press and hold L1+R1+ → +Start + ■ + ● + X.

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